MAG

THE AUSTRALIAN ATARI GAZETTE

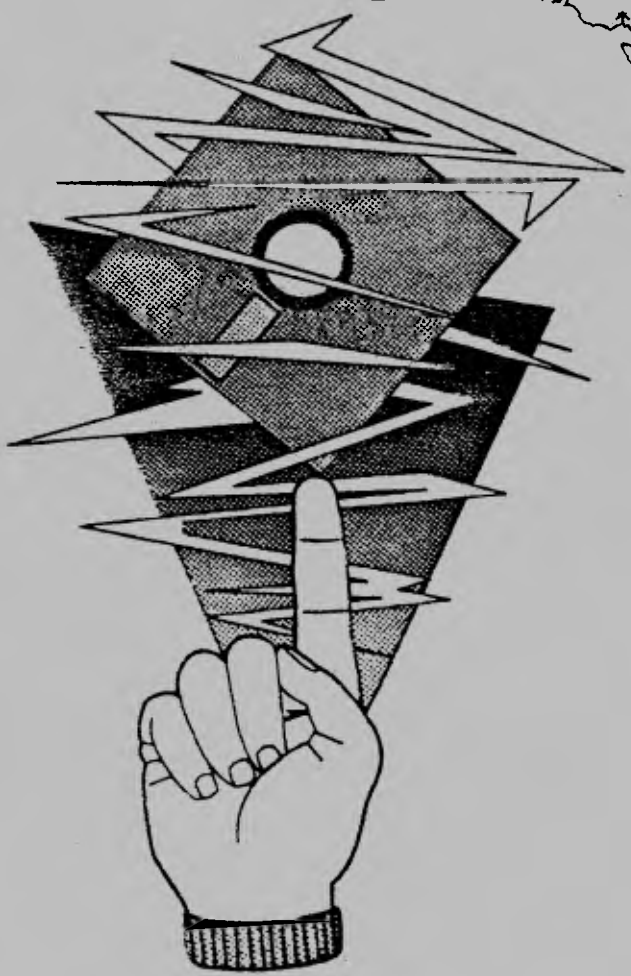
$4.00

July 1991

14th July 10:30am start.

ANNUAL GENERAL MEETING

MEETING STARTS
AT 12.45PM



GAMES EXPLORED
MIDI MADNESS

ZNET

MACE BBS: (03) 764-1185 24 HOURS 7 DAYS A WEEK

Monthly Journal of the MELBOURNE ATARI COMPUTER ENTHUSIASTS INC.
P.O. BOX 340 ROSANNA 3084
Registered by Australia Post Publication No. VBH5389

PH COMPUTERS

THE

ATARI®

Specialists

520ST (inc. over $1000 worth of software) **$595**

3½" BLANK DISKS **$9.90**
(Box of 10)

3½" DISK DRIVES FOR ST **$295**
(Ready to go)

PANASONIC PRINTERS FROM **$299**

SOFTWARE – MASSIVE RANGE

REPAIRS

FAST – RELIABLE – GUARANTEED

also

SEGA, ATARI 2600, 7800, LYNX & IBM GAMES IN STOCK

PH COMPUTERS THE ATARI SPECIALISTS

791 3129

PH COMPUTERS

12 CLOW STREET
DANDENONG

Contributors

Neil Watkins
Paul Watkins
Brian Lehne
Andrew Plukss
Alf Foerg
Frank Brown
Nino Benci
ST Informer (USA)
Austech Computer (Vic)
Keeping PACE (USA)
The Australian Newspaper
Paragon Computer (W.A.)
W.A. Computer Club
Cartoon by: Peter Meaden

MACE Meetings

Dates	Themes
14th July	AGM- Elections / Games
11th August	
8th September	
13th October	Rummage Sale
10th November	
8th December	Annual BBQ

Special Thanks:

PH Computers of Dandenong has donated a selection of 8 Bit and 16 Bit software to the Club. We sincerely appreciated this offer.

This month'sTopics:

Annual General Meeting

Games & Midi

Contents

4. Editorial
5. Treasurer's Report
6. AGM News
7. Forsale Section
8. Probe. News on the ST
12.. Calamus Seminar 14-4-91
13. Vic 20 Usage
13. TOS Revisions
17. SLICCTOP Review
19. GFAGEN 9 GFA Basic
21. Atari ST Picture Formats
27. WRITE ON Review
30. Beginners Guide to Archiving

MACE 1982- 1991

MACE Inc. reserves the right to delete any entry from this magazine for any reason. Inclusion does not imply any endorsement by MACE Inc.

MACE Inc. can accept no responsibility for the accuracy or completeness of any entry. Please tell us if you find any entry out of date.

MACE Inc. does not condone the duplication of Copyright software or hardware and Copyright Laws should be adhered too.

Copy Deadline

for AUGUST 1991 issue:

14TH JULY 1991

Meetings start at **10:30am** in rooms R2/3 in Rotunda building,
Monash University, Clayton.
Please bring a plate of goodies for coffee

MACE Inc. - General Information

Australian Atari User Group Contact

ADELAIDE ATARI COMPUTER CLUB
P.O. BOX 333, NORWOOD 5067. S.A.
President: Neil Patterson (08) 276-6057.
Secretary: Bob McEwin (08) 263-8854
SYSOP Jason Bond BBS:: (08) 252-1313.
Magazine: FEEDBACK

ATARI COMPUTER ENTHUSIASTS (N.S.W.)
G.P.O. BOX 4514. SYDNEY. 2001. N.S.W.
President: Swavek Jabrzemski (02) 665-8416
Secretary: Jeffrey Maddock (02) 568-2990
Magazine: INSIDE INFO.
BBS: (02) 664-1303

CANBERRA ATARI USERS GROUP
P.O. BOX E112. OLD CANBERRA 2000 ACT.
Convenor: Rick Vickers (062) 880-078.
Editor: Sid Sidhom (062) 516-030

GEELONG ATARI USERS GROUP INC.
RMB 1007. BIRREGURRA. 3242 VICTORIA.
President: Vic Fuller (052) 42-5894.
Secretary: Barry Hicks (052) 362-313
Treasurer Jack Scukovic

QUEENSLAND ATARI COMPUTER ENTHUSIASTS
P.O. BOX 10026, BRISBANE. QLD. 4000
President: Peter Peterson (07) 349-0061
Secretary: Ted Grimsey (07) 285-3698

W.A. ATARI COMPUTER CLUB
P.O. BOX 7169. CLOISTER SQUARE. 6000. PERTH. W.A.
President: Paul Blackmore (09) 294-4740
Secretary: Alf Gaebler (09) 444-6694

BURNIE ATARI COMPUTER CLUB
P.O. BOX 99
RIDGLEY, TASMANIA 7320

Atari Connections

Atari Computers Pty Ltd- Sydney
376 Lane Cove Rd, North Ryde. 2113. N.S.W.
Ph: (02) 805-0344

Atari Computers Pty Ltd- Melbourne
484 Swan Street, Richmond 3121.
Ph: (03) 429-2833
FAX: (03) 428-3090 (03) 429-2255

Atari Corp. U.S.A.
P.O. Box 3427. 1196 Borregas Ave,
Sunnyvale, CA. 94088-3427. BBS: 408-745-5308

Atari Consumer Relations
P.O. Box 61657. Sunnyvale CA. 94088.

Magazine Printing

Laser Printing:
K.I.P. COMPUTERS & MEGA-TECH.
BAYSWATER (03) 729-7939

MACE Committee , Special Interest Group and Co-ordinators phone numbers.

(ring between 7pm and 9pm only, please as they need their sleep and they have volunteered for these positions).

President:	Neil Watkins	(056) 281-205
Vice President:	Ron Cork	(03) 763-6497
Secretary:	Andrew Plukss	(03) 439-7997
Treasurer:	Paul Watkins	(03) 729-7939
Member Reps and Liaison Officers:		
	Dick Kellett	(03) 802-7414
	Bill Cooney	(03) 546-9181
8 Bit Librarian	Graeme lamb	(03) 309-3746
16 Bit Librarian	Tehn Yit Chin	(03) 785-2652
Book Librarian	Ian Connor	(03) 744-3771
Store Magazine Distribution:		
New Members	Contact:	MACE Reps
Fund Raising	Owen Brown	(03) 877-2020
Membership Database:	Paul Watkins	(03) 729-7939
Magazine Mailout:	Paul Watkins	(03) 729-7939
Editor:	Neil Watkins	(056) 281-205
Assistant Editor:		
Meeting Co-ordinator 16 Bit:	Ron Cork	(03) 763-6497
BBS SyOp:	Ron Cork	(03) 763-6497
8 Bit Atari SIG:	Bill Cooney	(03) 546-9181
Education SIG:	Ric Lloyd/ Pat Bennett	
Music/MIDI SIG:	Trevor Pearson	(03) 801-2114
Aladdin SIG:	Andrew Smith	
Magic Sac SIG:		
Beginners SIG:		
Screen Art SIG:		
Adventure SIG:		
Logo SIG:	Neil Watkins	
Desktop SIG:	Simon Kingsford	
Programming SIG:		
Games SIG:		
Telecommunication SIG:	Lucas Lozo	
Hardware SIG:		

Advertising:

Advertising using prpared artwork (or on disk) by the advertiser is available at the following rates:

Quarter page	(60mm x 185 mm)	$15..00
Half Page	(125mm x 185 mm)	$20.00
Rear Page	(255mm x 185mm)	$40.00
Inner Page	(255mm x 185mm)	$40.00
Full Page	(255mm x 185mm)	$35.00
Two Facing Pages	(255mm x 380mm)	$80.00
Business Cards:	(50mm x 90mm)	$50.00

(Business cards for 11 issues)

Commerical ads: 60cents per line.
Non commerical ads for MACE members: Free
If artwork and/or bromide is required, then additional fee(s) will be charged.

Magazine Credits:

Edited by Neil Watkins. Page layout on a 520ST 1Meg using Publishing Partner 3. PAGE STREAM 1.8 ST SCAN. DEGAS Elite software. Typeset on an Apple Laserwriter printer.

Copyright:

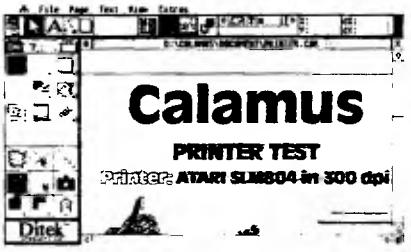
All contents are Copyright by MACE Inc., unless otherwise specified. Copyright may be reprinted by non-profit organisations provided credit is given to the source and a copy of the publication containing the article is sent to MACE Inc. *Views expressed in articles herein are the views of the authors and are not to be taken as the views of the Editor or MACE Inc.*

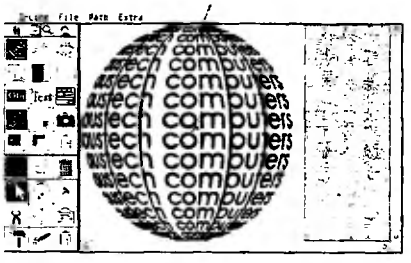
NEW RELEASES FOR THE ATARI ST

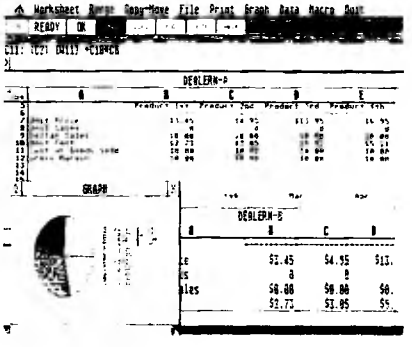
MOON BLASTER	$69.95
WORDFLAIR	$199.00
VAXINE	$69.95
SCRIPT	$199.00
ATOMIC ROBO–KID	$59.95
DC DESKTOP	$89.95
FLIPIT AND MAGNOSE	$59.95
SKETCH	$225.00
ROTOX	$59.95
DELUXE PAINT	$189.00
MONTY PYTHON'S (FLYING CIRCUS)	$59.95
REGENT WORD II	$159.00
QUICK ST	$49.00
KLAX	$59.95
TURBO ST	$69.00
NITRO	$59.95
TRACKER ST	$149.00
MAGICIAN	$69.95
ADVANTAGE PACK	$149.00
FRONTLINE	$79.95
REPLAY PROF	$395.00
MANIX	$59.95
GOLDEN IMAGE MOUSE	$119.00
PUZZNIC	$59.95
VENUS	$69.95
IMAGE CAT	$69.95
POWER PLAY	$59.95
BIRDS 'N'BEES	$49.95
HEROE'S QUEST	$59.95
VARIOUS SIERRA HINT BOOKS	$15.00
WORLD CUP SOCCER	$59.95
NARCO POLICE	$59.95
SNOW STRIKE	$69.95
BUCK ROGERS	$19.95
THE ULTIMATE RIDE	$69.95
ST DRAGON	$69.95
TOYOTA CELICA GT RALLY	$59.95
TEENAGE NINJA TURTLE	$69.95
NIGHT BREED	$59.95
RINGS OF MEDUSA	$69.95
SATAN	$69.95
GOLD OF THE REALM	$69.95
BATTLE OF BRITAIN	$69.95
TIME MACHINE	$69.95
DYNASTY WAR	$59.95
DAY OF THE VIPER	$59.95
CHRONO QUEST	$79.95
EYE OF HORUS	$59.95
CRAZY SHOT	$54.95
HOT ROD	$59.95
NAVY MOVES	$49.95
HAMMERFIST	$59.95
ULTIMATE V	$79.95
THE COLONEL'S B/QUEST	$69.95
BREACH	$69.95
BREACH DATA DISK	$49.95
BLUE ANGELS	$69.95
P47 THUNDERBOLT	$59.95
HARLEY DAVIDSON	$69.95
GRAVITY	$59.95
BERLIN 1949	$59.95
CARDIAC ARREST	$89.95

THE POWER OF CALAMUS HAS NOW BEEN UNLEASHED AT AUSTECH NEW BUSINESS COMPUTER CENTER

Full Desktop Publishing Solution that offers high performance with products from ISD; Calamus, Calamus SL, Outline ART and the latest addition Cranach Studio running on the new Atari TT workstation. The new TT machine offers 68030 32 bit power running at an awesome speed of 32 MHz. Colour Graphics is handled on the Mega ST and TT Machine by MATRIX graphics boards offering 16 million colours! Colour Imaging is now a breeze on the Epson Colour Flatbed scanner with Cranach studio software. Linotronic and Compugraphic Imagesetter interfacing are all available to the Calamus / Atari D.T.P. system







Supra
Hard Drive Special

40 Megabyte
voice coil drive
with Real Time Clock
only $995 while stocks last

Calamus Bromide Bureau:
For all your Calamus Bromide
and
Film negative work
@ 635, 1270 & 2540 dpi
ring
Dennis Wiffrie
Wiffrie & Co.
Fact 2, 11 Molan St
Ringwood
03 879 5466

AUSTECH COMPUTERS

2 Stores NOW!!
157 Whitehorse Rd Blackburn 3130
Ph 03 894 1652
Business Centre
147 Whitehorse Rd Blackburn 3130
Ph 03 894 3730

Editor's Message

ALSO PRESIDENT'S PAGE.....

A change is as good as a holiday. Certainly this time of year, with the AGM, is where we see the club follow a new path. The present committee has now finished their term on the Management Committee. I would like to say thanks to all those members who offered support to the club over the past year. To list all who helped out would certainly fill a page, so I offer me acknowledgement to all of you in this issue of the MACE gazette.

Because of the unusual circumstances for this AGM, it seems that an election does not need to be held because of the people standing have filled the positions without another person standing. The only position left at present is a MACE rep, but I am hopeful that a member will be able to fill this at the July meeting. We see our past president Rita Plukss going off the committee after a period of being an active member for 6 years. We say thanks once again and hope that Rita will mingle among the crowds at the meetings and offer her many suggestions when the time arises. My position as president now ends and we see Brian Campbell take over the computer cable so to speak. I wish the best for the new committee and hope that the future proves to be as fanastic as was the past.

	1990/91Committee	**1991/92 Committee**
President:	Neil Watkins	Brian Campbell
V President:	Ron Cork	Owen Brown
Secretary:	Andrew Plukss	Sue Richardson
Treasurer:	Paul Watkins	Dario Salpietro
Member Rep:	Dick Kellett	Trevor Pearson
Member Rep:	Bill Cooney	----------
Past President:	Rita Plukss	Neil Watkins

Included as an insert in this magazine is a summary of the books and assets of the club. Over the year we have still been able to hold a very stable finance and our assets have proven to be of benefit to club members. We would like to thank the Auditing Committee for their work in finalising the books.

Our thanks must also go to Ron Cork for his continued efforts as the ST Meeting Co-ordinator. Ron since 1985 has been as the helm and has always tried to get the sessions going for members. Ron will be continuing as the System Operator on the Bulletin Board. Out of the lime light also goes Paul Watkins who for the last five years has been treasurer, membership keeper, magazine collector and poster. Andrew Plukss, our secretary for the past year has been an active member in MACE since 1981 and we thank Andrew for his efforts. Dick Kellett and Bill Cooney have been involved in the club in various ways and we bid them farewell from the committee also.

To the new committee, I say "FULL STEAM AHEAD".
To the members of the club I say, " SUPPORT THE CLUB BECAUSE IT BELONGS TO YOU".

P.S. Anyone who has 8 Bit computers and disk drives to sell. please let me know.

TREASURER'S REPORT

Yes, it's that time of year again - election time. This year will be slightly different from prevoius years reporting on the club's financial status - for this year's report will be my last!!

Thinking back over the last 5 years certainly brings back some very fond memories and some not so very fond. Thankfully the the former outweighs the latter by miles. Becoming a member of a club committee certainly opens your eyes to the inner workings of club business.

At times it's not as easy as you think than if you were just an ordinary member out there in the masses. Sometimes members seem to forget that the job you have taken on is only voluntary. You are not there 24 hours to their beck and call. You too have the right to common courtesy that others expect. But enough of that.

Being Treasurer has certainly allowed me to gain more accquainances with club members. The good spirits and "fun times" definitely make it all worthwhile, especially the "easy goingness" of the rest of the elected committee while at committee meetings and elsewhere.

So in winding up, I'd like to say that my door will always be open to those with any queries (see illustration - only joking!!!) I'd also like to wish the club and the incoming committee all the best in the future, and I will still see you all at coming monthly meetings.

JUNE PAYMENTS

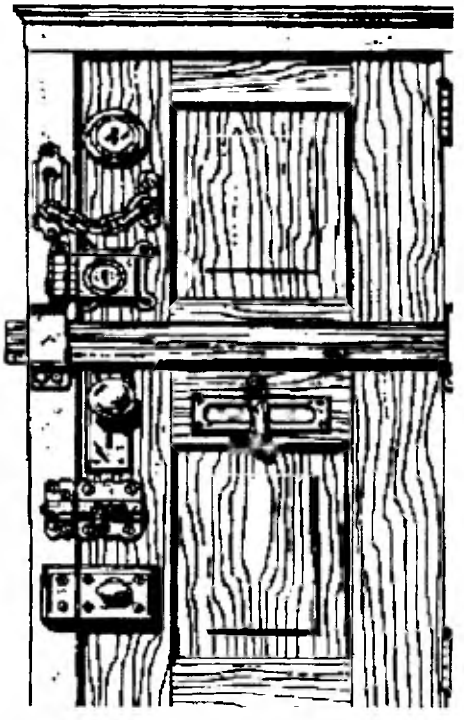
MAG PRINTING	$ 395 .00
POSTAGE AND BBS PHONE RENTAL	$ 214 .84
BANK CHARGES (APRIL & MAY)	$ 19 .57
REFRESHMENTS	$ 12 .03
TOTAL	$ 641 .44

JUNE RECEIPTS

M/SHIP FEES	$ 430 .00
LIBRARY	$ 173 .00
FUND RAISING	$ 60 .00
ADS IN MAG	$ 35 .00
SALES OF MAGS	$ 4 .00
BBS REGO'S	$ 20 .00
TOTAL	$ 722 .00

Monies held in hand and in the cheque account at the closing of the books in June was $4521.42. The club also has $5000.00 invested in a term account with accrued interest of $979.66 ($5979.66)
Total monies is $10,501.08
Financial members is 242.
An assets listing and movement of all club money over the last financial year will be included in a supplement to be inserted with this mag (This financial year will actually be 13 months because of the moving of the Annual General Meeting to July). It will also include a report from our auditing committee - Graeme Lamb &Roger Davies.

PAUL



IS YOUR MEMBERSHIP SUBSCRIPTION DUE??
CHECK YOUR MAILING LABEL FOR FOR DETAILS

MEMBERSHIP NUMBER

JOHN CITIZEN
1 JONES BOULEVARD
SMITHTON 401
VIC 3131 06/90
BBURN

PAID TO DATE

MACE CLUB BUSINESS

A.G.M. News

Election of the 1991/1992 M.A.C.E. Inc. Committee

At the close of last month's meeting the following nominations had been received for positions on the 1991/1992 M.A.C.E. Inc. Committee:

President: Brian Campbell

Vice President: Owen Brown

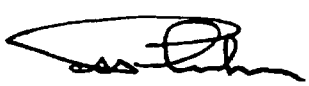
Treasurer: Dario Salpietro, Kim Beaumont

Secretary: Sue Richardson, Dario Salpietro

Ordinary Member (2 to be elected): Trevor Pearson, Dario Salpietro

Kim Beaumont has since withdrawn her nomination for the position of Treasurer leaving Dario Salpietro as the only candidate. He in turn has withdrawn his candidacy for the positions of Secretary and Ordinary Member.

Consequently, the number of nominations for every position on the committee does not exceed the number of vacancies and therefore an election need not take place. One of the Ordinary Member positions on the 1991/92 committee at this stage remains unfilled.



Andrew Plukss
(Secretary, on behalf of the M.A.C.E. Committee)

FOR SALE

520 STFM
SC 1224 COLOUR MONITOR
EPSON LX400 PRINTER
JOYSTICK & MOUSE MAT
SOFTWARE INCLUDING WORD PLUS
BLANK DISKS
NEAR NEW COST $1500
$1000 ONO
CALL RON CORK
PH. 763 6497 AFTER 7 PM

EXTERNAL DRIVE (Single Sided) $50
50 PRE LOVED DISKS..... $25
Phone: (056) 281-205

TIME WORKS D.T.P $90
STOS &
STOS SPRITES - 600 $60
QUESTRON II $20
HUNT FOR RED OCTOBER $25
SHUTTLE II $10

RING DAVID ON 435 2390

YAMAHA TX7 - $350
MIDI MODULE (DX7 IN-A-BOX)

WANNA KNOW MORE??
PHONE ROB COTTRELL - 391 5057

CASIO CZ-1000 $350 ONO
PHONE PAUL 729 7939

NEXT MEETING

JULY 14TH - MIDI SIG - AFTERNOON

SYNCING NOT DROWNING!

THEME: SYNCRONIZING YOUR ATARI TO TAPES AND VIDEO

Hopefully we'll be playing with a number of hardware devices
for locking sequencers to variuos tape machines
EG: UNITOR, SMP24 & MIDEX+
If you have any thing you could demo also - let us know
contact - Trevor Pearson 801 2114
or Brian Campbell 569 6176

PROBE
NEWS ON ATARI ST
By Alf

Beginners Corner #7

Continuing on from last month's topic of utilities and accessories, in this article we will look first at some more utilities such as archiving, virus detection and prevention and viewing of pictures saved in all kinds of file formats as well as accessories for calculators and more games such as puzzle and maze accessories.

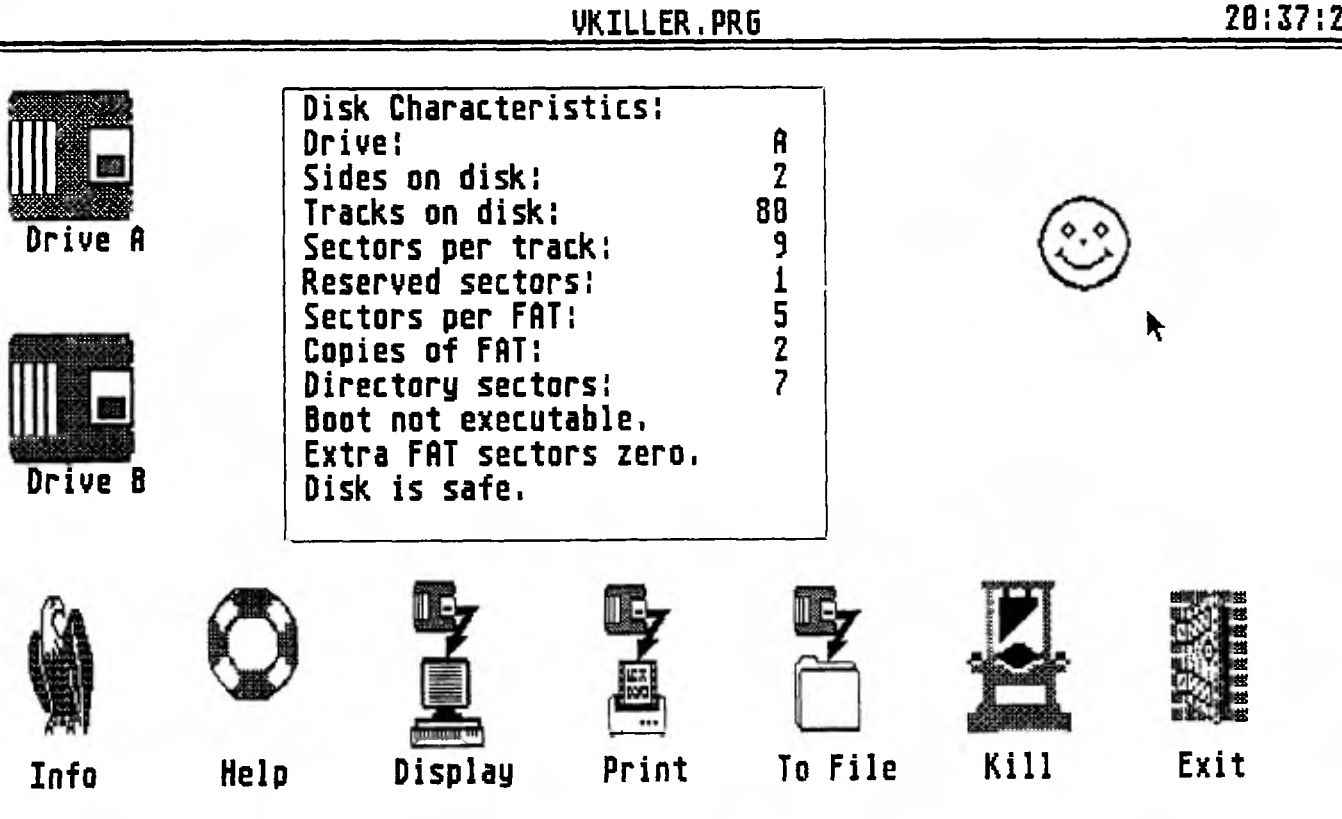
VKILLER Utility

Probably one of the most important utilities (in this day and age of privacy intrusion) to have in your library, is one to protect your possessions and disks from the destructive invasion of the computer virus. I remember, and I have written a previous article on this menace, when I first encountered a virus on my disks. My initial reaction was that I could not believe it could happen to me. Next, it made me excited and curious but then, I considered the consequences.

What if this was one of those destructive viruses that damage the disk beyond reconstruction and what if it will spread right throughout all my other disks?

Fortunately, I had acquired a virus utility from the Mace library, just recently and began to check and clean up the rest of my disks immediately.
A few hints to remember regarding the infectious nature of computer viruses :

a. Be careful with games disks. There is no need to check or eradicate self-booting games disks from a virus, since you generally switch the system off

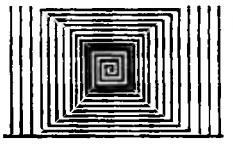


when the game is finished - so the virus cannot spread.
b. A virus can only become resident in your computer's memory when you boot the system with an infected disk.
c. The virus can only spread to an unprotected disk - so keep all your disks write-protected.
d. Only use copies of your original software disks.
e. Check all new disks for the virus to permanently ensure a virus-free environment.

The VKILLER virus program is one of the best examples of a virus detection and eradication utility and its available from the Mace library. Just load the program, insert your disks, one at a time and if you get the smiling face, you know that the disk is OK. If, on the other hand, the disk is infected, you can immunise it and make it safe by killing the virus. But remember, don't ever do this with a self-booting or an original disk.
One sure way to permanently protect your system from any infected disk is to install the Supermon cartridge.

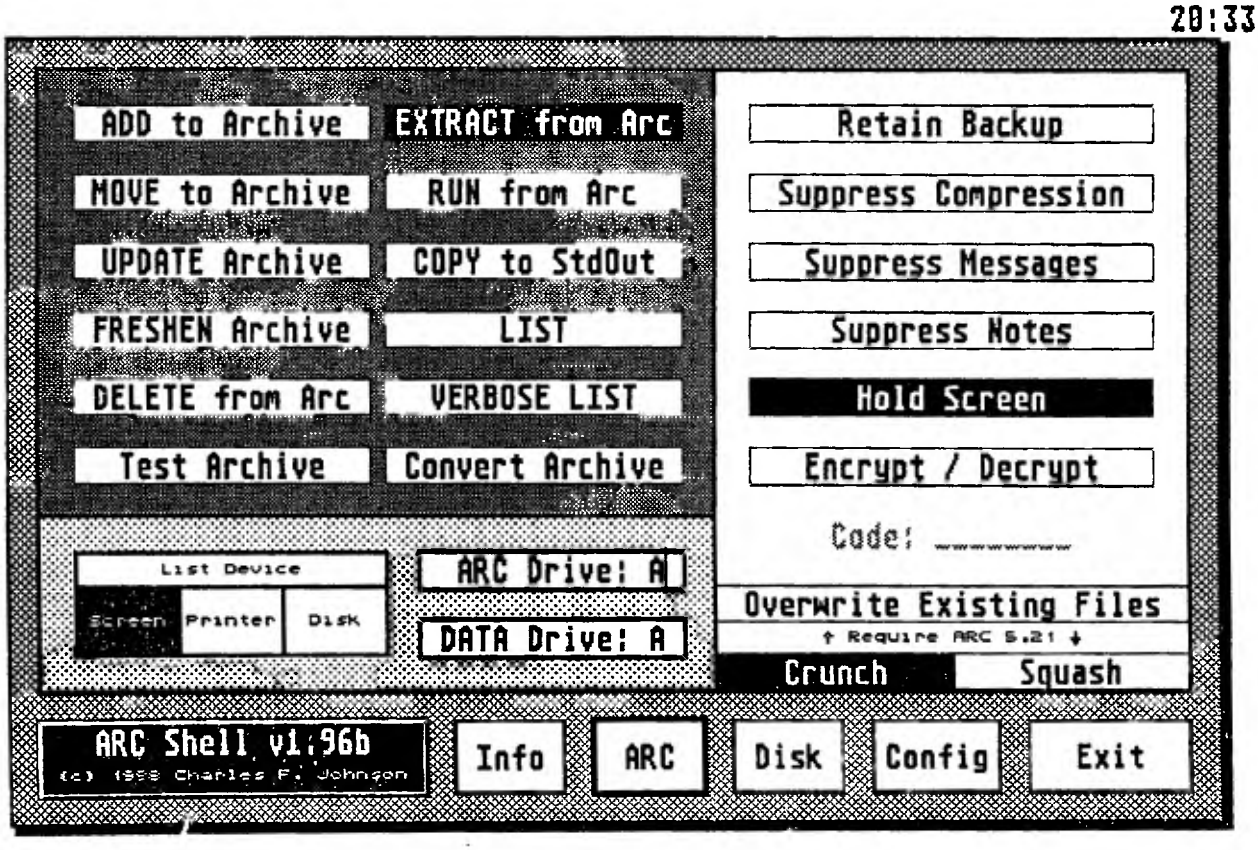
Archive Utility

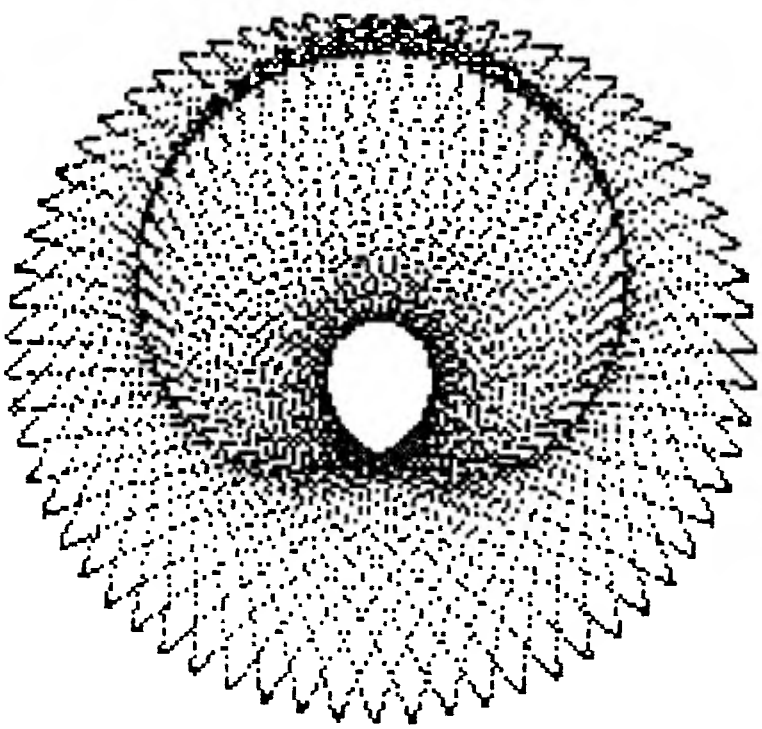
One of the necessary tools to acquire is an archiving utility. Especially so, if you dabble with communication via a modem. Most BBS's (Bulletin Board Services) including the Mace BBS, keep their public domain software in an archived, compressed form in order to preserve disk space. This means that when you download, receive such files on your system they are useless unless the files are unarchieved, uncompressed and brought back to their original form.



Whenever you see a file or a folder with the .ARC extender, it indicates a compressed medium. Compression implies that the original data goes through some form of algorithm which packs the data down to as much as 40 or 50% in some cases of its uncompressed state.

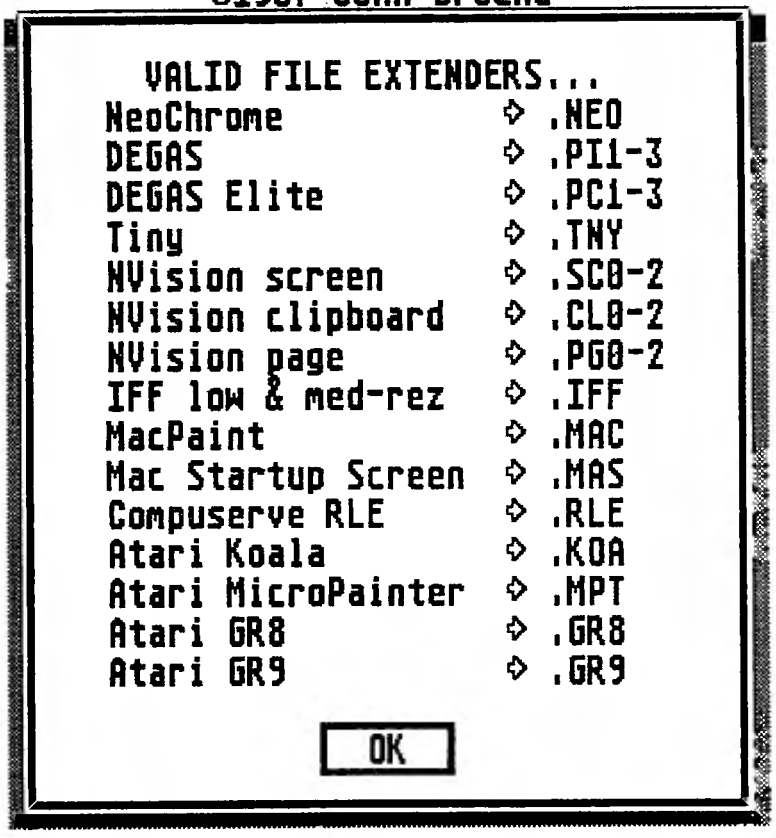
Besides using the archiving utility for files downloaded from a BBS, it is also a great tool for saving space on your own disks and therefore the need for buying more and more disks. If your disks are overflowing with word processing, spreadsheet and database data and picture files and others that you cannot delete, but must be kept, then just archive them and keep the disks in a save place.





Rita

'Now, thanks to this, I don't miss any obscene calls when I'm out.'



PICSWITCH Utility

For newcomers to the ST computers, there is no better source of useful software than the clubs's library and the Mace BBS, as I have said repeatedly in so many of my articles. There is a wealth of information to be found, something for every taste from music to games. A good percentage of the pictures found in my articles comes from this source.

Over the years, there have come into existence many different picture formats, which is a real problem. Each new drawing and graphics software seems to have developed its own unique method of storing picture files on disks. This is where the PICSWITCH program has become an indispensable utility in my library. It allows me to review most of the common picture formats as shown in the accompanying table.
Picture formats are usually identified by the extender used in the filename, ie. :

.NEO from the NeoChrome paint program which used to be handed out for free with every purchase of the ST and is now public domain software.

.PI1, .PI2 and .PI3 the old Degas paint program, now superceded.

.PC1, .PC2 and PC3 the later version of Degas Elite which saves pictures in compressed format, where 1, 2 and 3 refer to low, medium and high resolution respectively.

.TNY for Tiny picture format.
NVISION another paint and animation program.

The Macintosh picture formats .IFF, .MAC and .MAS.

Compuserve RLE an US BBS service.

Then the old 8-bit Atari picture formats .KOA, .MPT, .GR8 and .GR9 for pictures transported across when the ST came on the market.

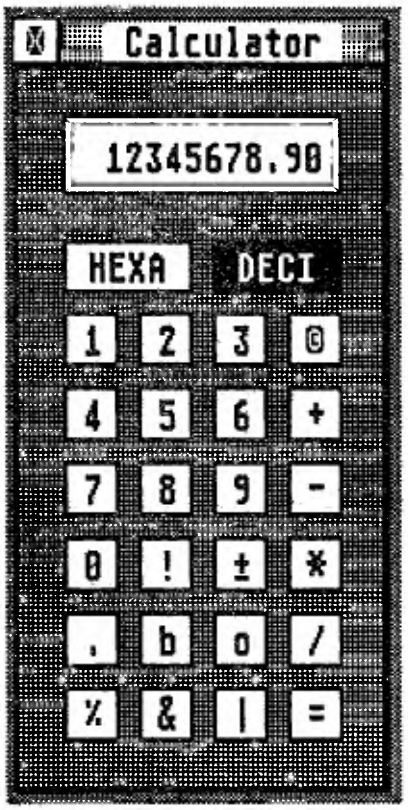
Mind you, there are many more picture formats to be found then PICSWITCH can handle. What with all the 3D-, CAD and desktop publishing programs, etc. The original First Word wordprocessor software used the .PIC extender for its own format but later versions changed to an .IMG format. By the way, the .IMG format is the only one I have seen so far compatible with the IBM PC systems and IBM clones which also have the same problems with numerous picture formats.

Calculator Accessories

Can you count in the hexadecimal system? Well, I can and I can do additions and subtractions, but find it tedious. And when it comes to multiplications and divisions I still need a calculator.

The hexadecimal system is the 16 number system just like the decimal system has 10 unique numbers. Hexadecimal numbers are used in computer programming, especially when using low level computer languages such as assembler or 'C'.

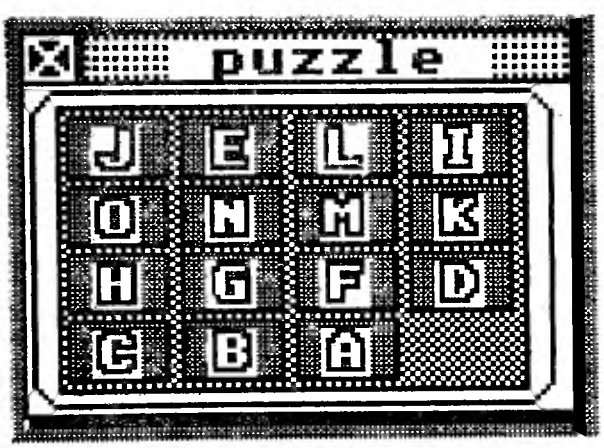
So when I sit down for a session of programming, I find a calculator accessory extremely handy. There are literally dozens of calculator accessories in the public domain libraries, one, I am sure, to

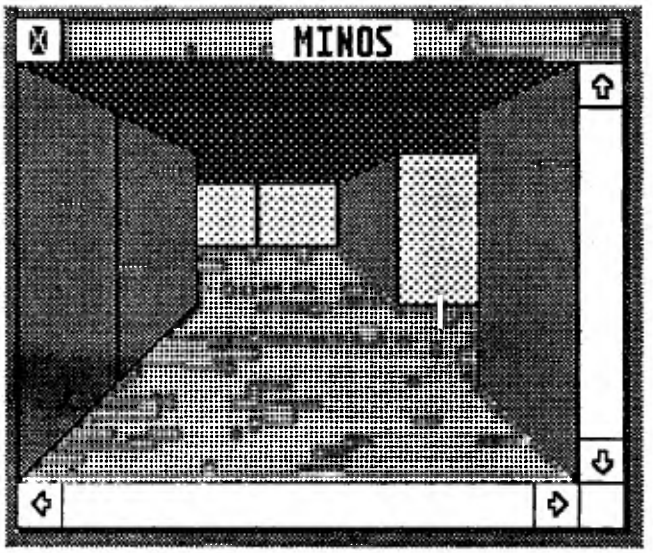


suit your purpose.
By the way, you must be pretty choosy with accessories, since there are only six accessory slots available in the ST operating system. This means that on booting your system only six accessories are loaded. However, if you have the need to access other accessories later, then you should obtain the MultiDesk software.

Games Accessories

During your long sessions at the computer, you may want to relax occasionally and play a game or two. Puzzle and Minos are two such accessories which when loaded are then readily available from the desktop.



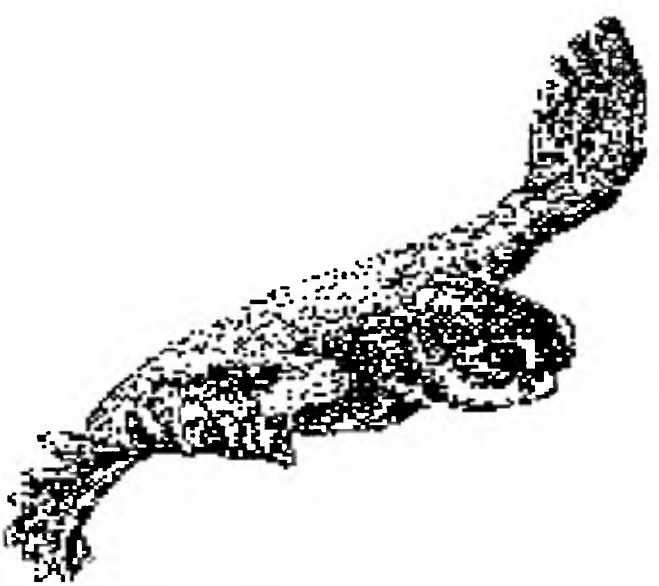


Puzzle is the old game where you move either 15 numbered tiles about or 15 tiles containing letters of the alphabet. The idea is to order these tiles in numerical sequence from 1 to 15 or in alphabetical sequence from A to O.

On the other hand, the Minos games is a labyrinth or a maze where you have to find the way out. It looks to me very much like the general setting of MidiMaze and I have not yet ever managed to find the exit.

So this is it for this month, more utilities and accessories next time.

See you soon.



Calamus Seminar held on 14-4-91 2.30PM

held at Austech Computers Business Centre 147 Whitehorse Rd Blackburn

notes taken by Greg Cambrell Seminar Conducted by Lucas Lozo

Calamus was introduced about 3 years ago - It was programmed in a way of the idea of "how DTP should be done."
Most D.T.P. programs use Bit image fonts; but CALAMUS uses vector fonts (mathematical curves to describe each letter.)

- Key control points describe the curves, these can be edited, and manipulated.
- only bulk steps are available for bit-image fonts, e.g:8, 10, 12, 15 points. ie. 1 point = 1/72"

There is only one font (called an outline font) per stylewhich is continuously scalable to any size in CALAMUS.
MacIntosh will need one upgrade to their operating system before using outline (vector) fonts.
A font means a different "font" for each style (bold, italic, & etc.)
A Family of fonts are different styles of a font -hence a font family. ie: bold, condensed italic & etc.
The CALAMUS print driver calculates the font to produce the best printer output to suit different types of printer.
Frame (boxes) - The type of frame is always at top-left of frame,
thus giving the user ability to see what type of frame it is.
Example:
Page Layout hence, e.g. choose A4
- orientation: portrait /(normal. landscape (90%rotation)
- margins: depends on printer (leave 5 or 10mm margin for a laser printer)
- size units: e.g. point, pica

Create a text frame with mouse
- can readjust the frame by dragging outline of frame. Icon indicatingthe frame is a "text frame".
- can readjust with a fixed aspect ratio - good for graphics.
- use trashcan to throwaway a unneeded frame.
- text frames can be rotated.
- Pictures can be 1 of 2 types; raster images (series of dots) or vector graphic images.

NEO, DEGAS, TNY - fixed size pictures eg. 320 x 200
Migraphs Touch Up program gives IMG - variable size pictures.
Cranach Studio software will perform an outline trace whichwill eventually convert a raster graphic image to a vectorgraphic image.
- raster (or simple pattern) frame. (Third type of graphicframe) E.g. shadow effect; you can adjust intensity of shadow or make shadow into a pattern.
- you can specify thickness of line, or patterned line.
- line drawing frame.

Making a document
Ruler
- auxiliary lines (guide or help lines which are not printed); and you may use a cross hair mouse pointer.
- enter margins, leaving room for binding the paper, etc.
- you may also select a grid to help you layout your work.
- get a text frame, you can snap to horizontal or vertical auxiliary line.
- import text from a word processing file that you may have created.
- you can select font style to match the styles in the imported file.
- overflow of text is indicated; you must route the excess text, that is "piping" from one frame to another frame.
- you can display piping chains so you know where the text is coming from and going to.
- you can also insert a text frame in a piping chain
- CALAMUS allows you to click on a text area, go into the text editor, and make changes very quickly without waiting for the screen to update.

4 MBytes is not enough for large complicated documents.
Hence next version of CALAMUS will have a virtual memory driver to spool over into the hard disk.
ADD PAGE, COPY PAGE COPY LAYOUT FUNCTIONS are all there.

OUTLINE ART - an add on package at the moment.
Next version of CALAMUS will ahve OUTLINE ART incorporatedinto CALAMUS itself.
It is a FONT manipulating program; also outline drawing.
HI THERE Can fill the letters with different intensities andother special effects.
A path for text to follow, eg. the folds of a flag.

Hold shift key to select more than one fram, select pathframe and the text frame.
Transform objects into control path.
Rotation pin shows in centre of screen. It can pin several points before transformation can take place.
Control paths - user mathematics
- some predefined paths, e.g., a globe.

Select objects to be mapped along control paths.
Cranach Studio will allow imported (non-vector) images to be manipulated.
and turned into vector ones, also will handle colour images and retouching of images.

THE FUTURE
CALAMUS stands out amongst world standards - will be well supported in the future; and is still evolvingand will continue to just get better.
* Presentation is important.

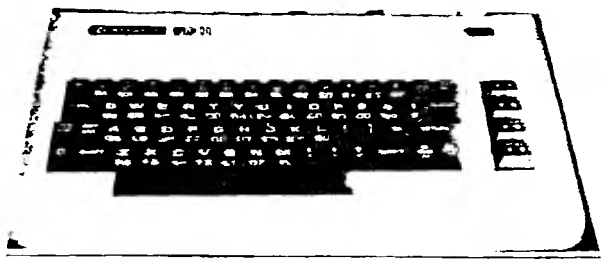
Integrated packages are going to be the future direction of software so one day you may see multitasking - a new operating system for the ST family.
e.g. spreadsheeting plus CALAMUS, DYNACADD, databases, DL -dynamic links also linked back to disk, accounting & drawing programs. all working together.
Square tablet rather a mouse? Icons will appear on the tablet. And you will be able to program how the icons will work.

What Do You Do With A Vic 20

Frank Brown.

On the Australia Day weekend I went to a model train exhibition at Croydon as I have done almost every year. While there I came across a small layout "The Far Twittering and Oyster Creek Railway" built by Adrian Hoad. The Far Twittering and Oyster Creek Railway is a whimsical and ficticious railway first created by Roland Emett for his cartoons in PUNCH magazine and then built for the Festival of Britain in 1951.

The layout is controlled by a VIC 20 personal computer with 24k of memory. The VIC 20 is linked to the layout through it's ports and a hand made interface which allows the control of upto 256 channels. The interface boards consist of a multiplexer board, input and output circuit boards together with a series of relay and sensor boards.



The controlling program is written in BASIC and it controls the operation of all rolling stock and scenery effects (lights, crossing gates, doors and signals). The program chooses an operating sequence at random and carries it out completely, another sequence is then selected. When operating the program displays the selected sequence of operations on the computer monitor.

So there you are, thats what you do with a VIC 20.

Keeping PACE

June 1991

Towns' Little Guide to TOS Revisions version 1.0

by John Townsend, Atari Corporation
Downloaded from GEnie

This is a small document that explains in very terse terms the differences between the TOS revisions available for ST/MEGA/STE/ Mega STE/TT machines, what patches are needed for what revisions, the formats they are available in, and any notes I can think of.

I hope this will clear up some of the confusion with the different TOS versions. If you have any questions on this document, please let me know here on GEnie. My GEnie Address is: TOWNS.

Special thanks to Leonard Tramiel, Allan Pratt, and Doug Wheeler for their involement with this little Document. Thanks again!

Comments are welcome..

-- John Townsend

Atari Corp.

ROM TOS (TOS 1.0)

The original ROM TOS, this version shipped in 520ST and 1040ST machines. It is no longer shipping in any machines.

Formats: 2 chip ROMs, 6 chip ROMs
Machines: 520ST, 1040ST

Utilities: FOLDRXXX.PRG

FOLDRXXX.PRG will add more entries into your OS Pool. In TOS 1.0 and TOS 1.02, the limit for the number of directories that you can enter is around 40. With this program you can extend that limit much higher. If you are using a hard drive, this program is recommended highly. It will work with all TOS versions and will improve the performance of your system.

Notes: GET TOS 1.04 TODAY! TOS 1.04 is the latest version of TOSfor 520/1040/MEGA owners. It is MUCH faster, has faster, better disk I/O, many other improvements.

MEGA TOS (TOS 1.02)

This is commonly referred to as MEGA TOS. This version of TOS fixes some minor problems in TOS 1.0 and has support for the BLiTTER chip and Real-Time Clock chip.

Formats: 2 chip ROMs, 6 chip ROMs

Machines: 520ST, 1040ST, Mega 2, Mega 4

Utilities: FOLDRXXX.PRG

FOLDRXXX.PRG is explained above.

Notes: See notes for TOS 1.0.. GET TOS 1.04 TODAY!

Rainbow TOS (TOS 1.04)

TOS 1.04 or Rainbow TOS, as it is commonly known is the latest version of TOS available for 520/1040/MEGA owners. It has been available as a dealer upgrade for awhile now. It has much more robust Disk I/O, Autorunning of GEM programs at boot up, a fix for the 40 folder limit, and much more. Most of all is it much faster than previous versions of the Operating System.

Formats: 2 chip ROMs, 6 chip ROMs (available as Upgrade!)

Machines: Stacy

Utilities: TOS14FIX.PRG, POOLFIX3.PRG, CACHEXXX.PRG, FOLDRXXX.PRG

TOS14FIX.PRG solves some small problems in the AES (for additional information, please see the documentation that accompanies the TOS14FIX.PRG program).

POOLFIX3.PRG fixes a bug in GEMDOS. Documentation that accompanies the POOLFIX3.PRG program explains (in detail) the problem that it fixes.

CACHEXXX.PRG is a new program that adds GEMDOS buffers to your system. The caching of data and disk directories by GEMDOS (when this program is used) will result in your system running much faster! This program is highly recommended and requires TOS 1.04 or higher for full benefits!

FOLDRXXX.PRG is explained above.

Notes: Please use the utilities available and if you haven't upgraded to this version of TOS yet.. please consider doing so. It's a very worthwhile upgrade.

There are some disk-based versions of _early_ developer only releases of TOS 1.04 floating around on BBS systems here in the United States and abroad. Please don't use them! They are bad news! They have some very nasty bugs and have been known to corrupt data!

STE TOS, Rev 1 (TOS 1.06)

TOS 1.06 is the TOS version that is shipped with the 1040STE and 520STE machines. It is essentially TOS 1.04 with support for the new hardware that the STE has.

Formats: 2 chip ROMs

Machines: 520STE, 1040STE

Utilities: STE_FIX.PRG, POOLFIX3.PRG, CACHEXXX.PRG, FOLDRXXX.PRG

STE_FIX fixes the infamous Desktop Medium/Low resolution bug. The problem is that there is a bug in the desktop code in this version of TOS that prevents the user from booting into Medium Resolution. The patch program STE_FIX will solve the problem. Once it is executed in the AUTO folder, the problem no longer exists. FOLDRXXX.PRG, CACHEXXX.PRG, and POOLFIX3.PRG are explained above.

Notes: This version is only available in 1040STE and 520STE machines. It isn't available for upgrading. It won't work in older machines.

STE TOS, Rev 2 (TOS 1.62)

This is a slightly revised revision of TOS 1.6. It fixes the POOLFIX problem in GEMDOS and the problem in the Desktop that was present in TOS 1.06.

Formats: 2 chip ROMs

Machines: 520STE, 1040STE

Utilities: CACHEXXX.PRG, FOLDRXXX.PRG

CACHEXXX.PRG and FOLDRXXX.PRG are explained above.

Notes: This version is only available in 1040ST and 520STE machines. It isn't available for upgrading.

Mega STE TOS (TOS 2.05)

TOS 2.05 is the version of TOS currently shipping in the Mega STE.

Formats: 2 chip ROMs

Machines: Mega STE

Utilities: CACHEXXX.PRG, FOLDRXXX.PRG

CACHEXXX.PRG and FOLDRXXX.PRG are explained above.

Notes: This version is only available in the Mega STE. It isn't available for upgrading.

TT TOS (TOS 3.01)

TOS 3.01 is the version of TOS that originally shipped in the TT030.

Formats: 4 chip ROMs

Machines: TT030

Utilities: CACHEXXX.PRG, FOLDRXXX.PRG

CACHEXXX.PRG and FOLDRXXX.PRG are explained above.

Notes: This version is only avaible in the TT030. It isn't available for upgrading.

TT TOS (TOS 3.05)

TOS 3.05 is the latest version of TOS currently shipping in the TT030.

Formats:	4 chip ROMs
Machines:	TT030
Utilities:	CACHEXXX.PRG, FOLDRXXX.PRG, SERPTCH1.PRG CACHEXXX.PRG and FOLDRXXX.PRG are explained above.
Notes:	This version is only avaible in the TT030. It isn't available for upgrading.

:HOW TO GET YOUR OWN GENIE ACCOUNT:

To sign up for GEnie service: Call: (with modem) 800-638-8369.

Upon connection type HHH (RETURN after that).
Wait for the U#= prompt.

Type: XTX99587,CPUREPT then, hit RETURN.

****** SIGN UP FEE WAIVED ******
The system will now prompt you for your information.

-> NOW! GENIE STAR SERVICE IS IN EFFECT!! <-

FORSALE
ATARI
MONO MONITOR SM124
$200

Phone: Reg: (056) 284-267 A.H.

Israeli plant planned by Atari

US computer company Atari is planning to set up a multi-million dollar factory to build computers in Israel, according to the Israeli Trade and Industry Ministry.

Investment costs are expected to total $US150 million, which will be shared by Atari and the Israeli Government, the general director of the ministry, Mr Zvi Cohen, said on Israeli radio.

The factory will initially create 600 jobs, mostly for engineers, but Mr Cohen said the number of employees could rise to 1000 in five years with an annual turnover of $US150 million.

The Australian 9th April 1991

MACE CLUB BUSINESS

MACE Bulk Purchase

1. Megafile 30 Atari Hard Disk Drives $795.00

2.Supermon Cartridges from Super Products

Supermon, R.R.P. ($98)
Clock Supermon,R.R.P.($148)
orders of 5, 7% off orders of 10+ 10% off
Call the Editor or forward cheque to:
MACE Inc.
P.O. Box 340, Rosanna 3084 Victoria.

Fabulous 1.03

Yes, fabulous is the word for the all new revision 1.03 of Supermon.

Old hands at the game will tell you that Supermon has ALWAYS been a quite fantastic package of Accessories, Utilities and disassembler/debugger functions. With things such as a custom formatter, the wolds most reset proof ramdisk, free Ram utility, power up virus checker, multi tasker, mousetrap, complete disk doctor, built in help files etc. etc. Supermon has long since won over everyone who has one.

BUT NOW IT'S EVEN BETTER:

Where you might have thought that there wasn't much room for improvement, we have now added these:

Quality Atari products since 1982

FULL HARD DISK COMPATIBILITY.
Automatic disk guardian feature.
4 LEVEL VIRUS PROTECTION.
Intelligent mouse accelerator as well as mousetrap.
HARD DISK PARKING FROM SUPERMON.
Screen saver which keeps screen on, yet uses no memory.
SYMBOLIC DEBUGGER.
Bad sector marking saves those slightly damaged disks.
MORE PRE-SETTABLE BOOT OPTIONS FOR GREATER FLEXIBILITY
10 Year (optional) battery back up clock.
MOUSE POSITION X and Y.
Very powerful and flexible memo pad feature.
DAILY, CALENDAR AND APPOINTMENT MESSAGES.

Now compatible with 19" monitors.The things that have always set Supermon apart have been it's flexibility and it's power. As a 64K cartridge application it uses ONLY 5900 bytes of memory, is invisible to almost any program, yet is always there for you to call on. As probably the most powerful debugger around, it will automatically intercept all system crashes, showing you where and why. The ability to quickly and easily call the accessory functions allows you to do away with most other accessories, saving memory and power up time.

REMEMBER, 15 different accessory functions take up only ONE desktop position!

And Supermon is the true INFLATION BEATER. After 3 years the price is STILL the same, even though so much more has been added.

SUPERMON Cartridge, 80 page manual with memory map and system call guide, plus disk is still $98.=
WITH the 10 year lithium battery backup clock the price is $148.= INCLUDE $4.= for Postage + handling.

Please make all cheques payable to: W.Visser and send to P.O BOX 507, BEENLEIGH QLD. 4207

Australia's cheapest memory upgrades!

Yes, Super Products are proud to announce the cheapest memory upgrades in Australia (and probably elsewhere). Whether you are a do-it-yourselver or prefer to have your memory expanded professionally, Super Products can assist you! And how!

A 2 Megabyte board, fully socketed, populated and wired is now available for the very attractive price of $320.=. In most ST and Mega 1 computers this will give you a total of two and a half MILLION bytes of memory. Or get two boards, and have 4 Million bytes available!! These are professionally made boards, solder masked and very high quality, complete with on board power supply filtering. THERE ARE SOLDER CONNECTIONS TO BE MADE. Full instructions provided, but do it only if you feel fully competent.

Or you can add 2 Megabytes now, and another 2 Meg when you are ready to do so.

If you would prefer us to install the board(s) for you, the total price is $370.= for 2 Meg, $700.= for 4 Meg.

If you send your computer Australia Post Certified Mail, (it has to be signed for at every office), it is not only safe if properly packed (original packing is best), but it only costs $14.= each way.

And upgrading your 520 ST or STFM to 1 Meg is only $120.= fully installed by us.

So, 2 Meg board complete $320.= Installed and tested $370.= plus freight

1/2 Meg upgrade for 520s $120.= installed and tested.

And ring us on prices for STE upgrade modules, you may be pleasantly surprised. Or we can upgrade your STE for you WITHOUT affecting the WARRANTY.

FOR ANY QUERIES, RING (07) 801 1218 (Bhrs) or send Stamped Self addressed envelope.

Remember, memory upgrade boards at this price and SUPERMON cartridges ONLY available from:

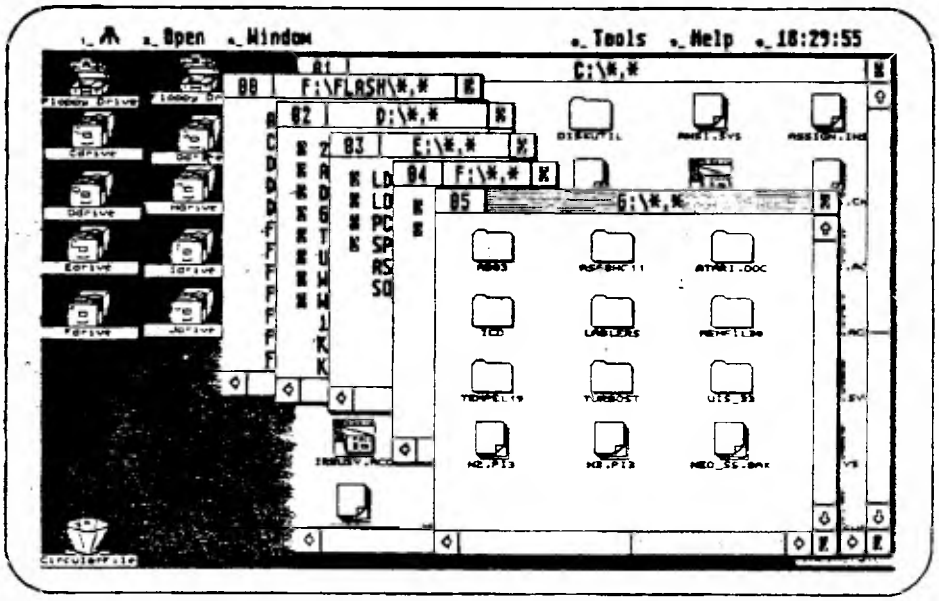
SUPER PRODUCTS P.O BOX 507 BEENLEIGH QLD. 4128

SliccTop

Is it... or isn't it Multitasking?

Reviewed by Ron Robinson

ST Informer - May 1991



The SliccTop Desktop alows "unlimited" windows to be open on the desktop. Each window can be individually assigned to display files as text or icons.

SliccTop by SliccWare is advertised as a multitasking co-resident operating system for the Atari ST. What the advertising does not clearly state is that SliccTop does NOT multitask GEM programs, or for that matter, any other program you may have purchased for your ST. SliccTop is a co-resident operating system for the ST that will multitask programs specifically written to be compatible with SliccTop. I will go into more detail about what multitasking implies relative to SliccTop a little later in this review.

At this point in its development, I would prefer to describe SliccTop as an alternate desktop for the ST, much like **NeoDesk** or **DC Desktop**. It contains several interesting features, including the ability to use the desktop from any program that allows desk accessories.

What is Multitasking?

There seems to be a lot of confusion in the ST world over what multitasking means and does not mean. Multitasking is the part of an operating system that allows more than one program to execute at a time. Most of the classical computer science texts definition of multitasking boil down to the following:

> "Multitasking is the ability to run any arbitrary set of programs simultaneously."

The key word to me is arbitrary. The ability to do some specific process such as printer spooling or file copying does not mean the software multitasks. This is most often referred to as a "background" task where conditions can be strictly controlled.

The operating system included with the ST is not intended to allow multitasking. Each program is given direct access to system resources. Multitasking requires the operating system to act as a traffic cop, controlling and allocating system resources to the different programs running in memory simultaneously.

SliccTop approaches this problem by being a co-resident operating system. The intent is to allow multitasking of programs specifically written to multitask under SliccTop. However, this capability was not available at the time of this review. Future upgrades including something called "SliccDOS" and "SliccWare" will be needed to realize any multitasking. The program is capable of running some activities, such as printing, file copying/erasing, duplicating and formatting disks, in the background with non-GEM programs.

The SliccTop Desktop

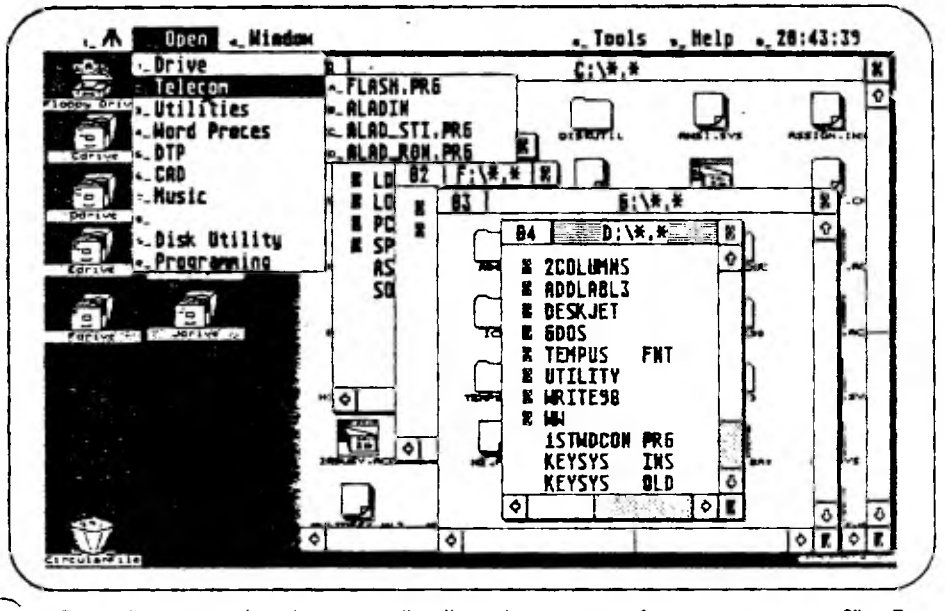
At first, the SliccTop desktop looks much like the normal ST desktop. You can display files as text in one window and as icons in another. The ST limitation of 4 windows open at a time is increased to "unlimited" (I gave up some place in the 100's). SliccTop keeps track of how your windows are opened and reinitializes the desktop to the same conditions as when you last left the program. An icon editor is available that allows you to customize your icons.

Several enhancements have been added to SliccTop since its initial release. One of my favorites is the ability to install applications and window configurations into slots on the menu bar. This allows easy execution of programs from drop down menus. A rudimentary hard disk backup utility is also built-in. One of the most useful SliccTop enhancements is the ability to access the program from an accessory. This allows you to perform any desktop function from the accessory with the exception of starting another program.

SliccTop has on line help facilities that can be reached by hitting the "Help" key or with a mouse button. Unfortunately, like many on-line help functions, this one isn't terribly helpful. It does point out a page number in the manual to look for further help.

A recently released customizing disk and version 1.03 upgrade adds several features to SliccTop. Text files are loaded into a full GEM window when you click on them. You can scroll through the file and resize the window as desired. You can clear the desktop with a single key stroke. The desktop background pattern and colors can be changed. The colors of the frames around windows are now configurable. An online tutorial has also been added which will familiarize users with SliccTop's capabilities.

cont



SliccTop allows you to place applications in a menu for easy access. SliccTop numbers its menus and menu items for easy selection.

Problems

SliccTop gets upset if you use a disk optimizer on the partition where its configuration files are saved—I do not trust programs that directly access the hard disk. You can not place icons on the desktop as you can with NeoDesk. A minor detail that became particularly frustrating to me was the need to click and release on an icon before you could move it. I much prefer the normal ST style of being able to grab and drag an object.

I have run into a few additional difficulties with the recently released 1.03 update. The installation program has problems with disk cache programs, a sticker on the disk warns you to shut off all disk cache programs before installing SliccTop. If using the **ICD** utilities, you must reconfigure before installing the program. **Wordperfect** crashes back to the desktop when accessing the SliccTop accessory. The new "read text" GEM window locked up when reading large files. I experienced a few other crashes that have not been resolved at the time of this review—these may be due to my setup or a problem with SliccTop.

Documentation and Support

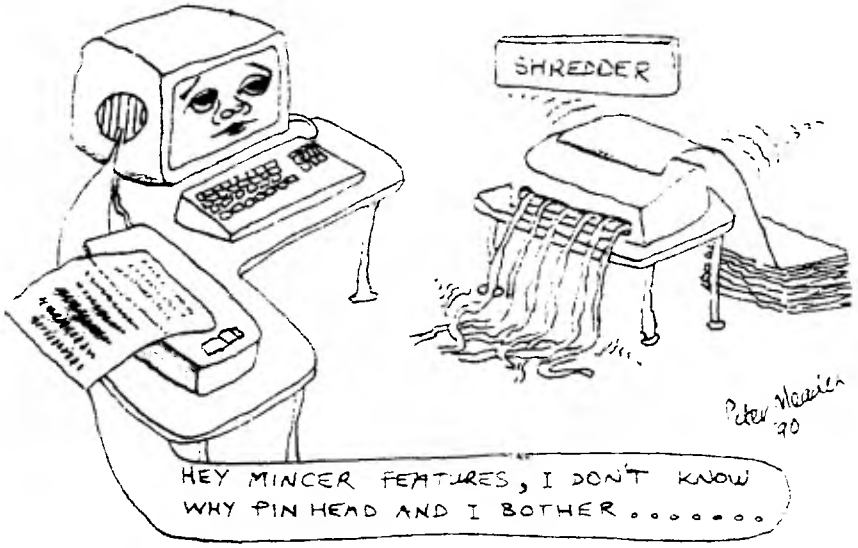
I found the documentation for SliccTop very frustrating to use, and just flat out difficult to understand. It often goes to great lengths to explain the obvious and becomes terse when a unique SliccTop feature is finally described. For example, in the middle of describing functions available from the menu bar, the manual diverges into a nine page dissertation on the use of dialog and alert boxes. In other areas, the manual simply goes over my head.

In my experience, and as reported by others, the author is very helpful and courteous on the phone. He is working hard to fix remaining bugs and to get the multitasking SliccDOS portion of the program completed.

Conclusions

I am sure the author of SliccTop has invested many, many hours of hard work into this program and has done a nobel job of creating and enhancing the ST desktop graphics environment. Unfortunately, SliccTop does not stack up to the other alternate desktop programs that are available on the ST. If true multitasking programs become available for the "co-resident" part of SliccTop, things could become very interesting. Until that time, I would recommend waiting to see how SliccTop and SliccDOS turn out.

SliccTop 1.03
SliccWare
P.O. Box 2609
Kirkland, WA 98083-2609
(206) 867-1786
Price: $49.95
Color or monochrome
Not copy-protected
Requires hard drive and 1 meg of memory.



* * GFAGEN 9 . . . Brian LEHNE * *

GFA.BASIC Version 3. Tips from one who has learnt the hard way - No.9

* XBIOS(5) *

What is XBIOS(5)?, it is a System Command, but what can it do?.

XBIOS(5) can Set the Physical & Logical Screen Addresses, (which is marvellous for Screen Swapping), & Change the Resolution of the Screen, it can even Clear the Screen (but then of course CLS is much easier for that).

Well what cant it do?, well! if you can believe what you read it can't be used with GEM, (what is GEM?; if I kept this up this article would be longer than the Bible, so I'll assume you know). So it can't be used with GEM, well just hang around and I shall prove that it can, based on that well known saying 'That which can be done can be un-done & that which has been un-done can be re-done again' (yes I know - I've also had a stuck Zip!).

* MONO OWNERS *

Sorry but if you only had Mono you would'nt be changing the Screen Rez.

* WHAT SHOULD WE DO *

Make sure to Set the Resolution to LOW before entering GFA Basic.

* REZ SWAPPING *

The most common reason for Swapping Resolution from LOW to MEDIUM is to be able to display 80 Characters/Line instead of only 40, so that is the exercise we shall perform.

* THE CODE *

Version 2, use (VOID instead of ~) & (% instead of ¦)

To prove we are in Low, we shall print a String of 80 A's:

```
Cls
Defmouse 0
Print "      If You are in LOW Resolution"
Print "* * These A's should take up 2 Lines * *"
Print String$(80,"A")
~Inp(2)
Low_rez!=False
If Xbios(4)=0                    ! Sorry this is supposed to be about XBIOS(5) *
  Low_rez!=True
  ~Xbios(5,L:-1,L:-1,W:1)                    ! Change to MEDIUM Rez (W:1) *
Endif
```

IF we don't enter On error gosub Errors AND On break gosub Tidyup ELSE we may cause a horrible mess ENDIF.

```
On error gosub Errors
On break gosub Tidyup
```

To prove we are in Medium, we shall print a String of 80 B's, and hope they fit in 1 Line. Sometimes (without Compiling) the Text Colour is strange.

```
Print Space$(20);"* * These B's should take up 1 Line * *"
Print String$(80,"B")
~Inp(2)
```

And now for an ALERT BOX:

```
@Alert_rez(True)                          ! Branch & change back to Low Rez *
A1$="   * ALERT DEMO * ¦ ¦If I am in the Middle ¦    all is O.K."
Alert 0,A1$,1,"EUREKA!",Void
```

```
@Alert_rez(False)                          ! Branch & change back to Medium Rez *
  Showm ! ++++++++++++++++++++++++++++++++++++++++++++++++++++++++++ If required *

  And now for an ALERT BOX without changing:
Al$="* YE OLD OFFSET ALERT BOX *   ¦ ¦      Bye once again  ¦"
Alert 0,Al$,1,"GFAGEN09!",Void
@Tidyup

  * PROCEDURES *

  >>>>>>>>>>>>>>>>>>> ALERT_LOW <<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
  ------------------------------ Switch Resolution as required for Alert Boxes
Procedure Alert_rez(Alert_low!)
  If Low_rez!                                  ! Only if we started in LOW Rez *
    If Alert_low!                                        ! IF.. change to LOW *
      Hidem                  ! Make sure you are not saving the Mouse as well *
      Sget Screen$                                       ! Save the Screen *
      ~Xbios(5,L:-1,L:-1,W:0)                ! Change back to LOW Rez (W:0) *
    Else                                    ! .. ELSE.. change to MEDIUM Rez *
      ~Xbios(5,L:-1,L:-1,W:1)              ! Change back to MEDIUM Rez (W:1) *
      Sput Screen$                                     ! Put the Screen back *
    Endif
  Endif
Return ! eeee
```

Atari ST Picture Formats.

Nino Benci

ST Picture Formats

Compiled by:
Dave Baggett

CONTRIBUTORS

Phil Blanchfield Jason Blochowiak David Brooks Neil Forsyth
Ken MacLeod Jim McCabe Darek Mihocka David Mumper
George Seto Joe Smith Greg Wageman Gerry Wheeler

Contents

NEOchrome
DEGAS Elite (Uncompressed)
Spectrum 512 (Uncompressed)
Spectrum 512 (Compressed)
DEGAS
MacPaint
NEOchrome Animation
DEGAS Elite (Compressed)
C.O.L.R. Object Editor Mural
Animatic Film
Tiny

Introductory Information

word = 2 bytes
long = 4 bytes
palette = Hardware color palette, stored as 16 words. First word is color register zero (background), last word is color register 15. Each word has the form:

```
Bit:  (MSB) 15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 00 (LSB)
            -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
            0  0  0  0  0  R2 R1 R0 0  G2 G1 G0 0  B2 B1 B0
```

R2 = MSB of red intensity
R0 = LSB of red intensity

G2 = MSB of green intensity
G0 = LSB of green intensity

B2 = MSB of blue intensity
B0 = LSB of blue intensity

Intensity ranges from 0 (color not present) to 7 (highest intensity).

Example: { red = 7, green = 3, blue = 5 } -> 0735 (hex)

Caveat: It is wise to mask off the upper four bits of each palette entry, since a few programs store special information there (most notably Art Studio).

The Formats

<NEOchrome>

```
1 long        resolution (0 = lo res, 1 = med res, 2 = hi res)
16 words       palette
12 bytes       filename (usually "        .   ")
1 byte         unused (usually either 80 hex or 0)
1 byte         color animation limits (4 most significant bits are
               left/lower limit; 4 least significant bits are
               right/upper limit).
1 byte         color animation enabled?  High bit set if yes.
1 byte         color animation speed and direction
               x = 0 means animation stopped
               x < 0 means colors cycle to the left (decreasing)
               x > 0 means colors cycle to the right (ascending)
               Number of vblanks between cycles is |x| - 1
19 longs       reserved for expansion
16000 words    picture data (screen memory)
-----------
32128 bytes    total
```

<NEOchrome Animation>

NOTE: To get this feature on versions 0.9 and later select theGrabber icon and click both the mouse buttons in the eye of the second R in the word GRABBER.

Interestingly enough, some versions of NEO only require you to press the right button, not both. Hmmm...

```
1 long        magic number BABEEBEA (hex) (seems to be ignored)
1 word         width of image in bytes (always divisible by 8)
1 word         height of image in scan lines
1 word         size of image in bytes + 10 (!)
1 word         x coordinate of image (must be divisible by 16)-1
1 word         y coordinate of image - 1
1 word         number of frames
1 word         animation speed (# vblanks to delay between frames)
1 long        reserved; should be zero
--------
22 bytes       total for header

? words        image data (words of screen memory) for each frame, in order
```

<DEGAS>

```
1 word        resolution (0 = lo res, 1 = med res, 2 = hi res)
              Other bits may be used in the future; use a simple bit test rather than checking for
specific word values.

16 words       palette
16000 words    picture data (screen memory)
-----------
32034 bytes    total
```

<DEGAS Elite (Uncompressed)>

1 word resolution (0 = lo res, 1 = med res, 2 = hi res)
Other bits may be used in the future; use a simple bit test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)
4 words left color animtion limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2 = right)
4 words animation channel delay in 1/60's of a second. [0 - 128]

32066 bytes total

<DEGAS Elite (Compressed)>

1 word resolution (same as Degas, but high order bit is set; i.e., hex 8000 = lo res, hex 8001 = med res, hex 8002 = hi res). Other bits may be used in the future; use a simple bit test rather than checking for specific word values.
16 words palette
< 32000 bytes control bytes
4 words left color animtion limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2 = right)
4 words animation channel delay in 1/60's of a second. [0 - 128]

< 32066 bytes total

Control byte meanings:

For a given control byte, x:

0 <= x <= 127 Use the next x + 1 bytes literally (no repetition)
-127 <= x <= -1 Use the next byte -x + 1 times
-128 No operation (ignore)

Compression Scheme:

Each scan line is compressed separately; i.e., all data for a given scan line appears before any data for the next scan line. The scan lines are specified from top to bottom (i.e., 0 is first). For each scan line, all the data for a given bit plane appears before any data for the next higher order bit plane.

To clarify: The first data in the file will be the data for the highest order bit plane of scan line zero, followed by the data for the next lower order bit plane of scan line zero, etc., until all bit planes have been specified for scan line zero. The next data in the file will be the data for the highest order bit plane of scan line one, followed by the data for the next lower order bit plane of scan line one, etc., until all bit planes have been specified for all scan lines.

<C.O.L.R. Object Editor Mural>

16000 words picture data (screen memory)
(palettes are stored in separate files)
32000 bytes total

<Tiny>

Several people have reported sightings of mutated Tiny pictures that do not follow the standard format, so let's be careful out there. What is described here is the format David Mumper's original TNYSTUFF.PRG produces.

```
1 byte        resolution (same as NEO, but +3 indicates rotation
              information also follows)

If resolution > 2 {

1 byte        left and right color animation limits. High 4 bits
              hold left (start) limit; low 4 bits hold right (end)
              limit
1 byte        direction and speed of color animation (negative value
              indicates left, positive indicates right, absolute
              value is delay in 1/60's of a second.
1 word        color rotation duration (number of iterations)
}

16 words      palette
1 word        number of control bytes
1 word        number of data words
3-10667 bytes  control bytes
1-16000 words  data words
-------------
42-32044 bytes  total
```

Control byte meanings:

For a given control byte, x:

- x < 0 Absolute value specifies the number of unique words to take from the data section (from 1 to 127)
- x = 0 1 word is taken from the control section which specifies the number of times to repeat the next data word (from 128 to 32767)
- x = 1 1 word is taken from the control section which specifies the number of unique words to be taken from the data section (from 128 - 32767)
- x > 1 Specifies the number of times to repeat the next word taken from the data section (from 2 to 127)

Format of expanded data:

The expanded data is not simply screen memory bitmap data; instead, the data is divided into four sets of vertical columns. (This results in better compression.) A column consists of one specific word taken from each scan line, going from top to bottom. For example, column 1 consists of word 1 on scanline 1 followed by word 1 on scanline 2, etc., followed by word 1 on scanline 200.

The columns appear in the following order:

1st set contains columns 1, 5, 9, 13, ..., 69, 73, 77 in order
2nd set contains columns 2, 6, 10, 14, ..., 70, 74, 78 in order
3rd set contains columns 3, 7, 11, 15, ..., 71, 75, 79 in order
4th set contains columns 4, 8, 12, 16, ..., 72, 76, 80 in order

Note that Tiny partitions the screen this way regardless of resolution; i.e., these aren't bitplanes. For example, medium resoltion only has two bitplanes, but Tiny still divides the medium resolution pictures into four parts.

<Spectrum 512 (Uncompressed)>

80 words first scan line of picture (unused) -- should be zeroes
15920 words picture data (screen memory) for scan lines 1 through 199
9552 words 3 palettes for each scan line (the top scan line is
not included because Spectrum 512 can't display it)

51104 bytes total

<Spectrum 512 (Compressed)>

1 word 5350 (hex) ("SP")
1 word 0 (reserved for future use)
1 long length of data bit map
1 long length of color bit map
<= 32092 bytes compressed data bit map
<= 17910 bytes compressed color bit map

< 50014 bytes total

Data compression:

Compression is via a modified run length encoding (RLE) scheme, similar to DEGAS compressed and Tiny. The data map is stored as a sequence of records. Each record consists of a header byte followed by one or more data bytes. The meaning of the header byte is as follows:

For a given header byte, x:

0 <= x < 127 Use the next x + 1 bytes literally
(no repetition)
-128 <= x < 0 Use the next byte -x + 2 times

The data appears in the following order:

1. Picture data, bit plane 0, scan lines 1 - 199
2. Picture data, bit plane 1, scan lines 1 - 199
3. Picture data, bit plane 2, scan lines 1 - 199
4. Picture data, bit plane 3, scan lines 1 - 199

Decompression of data ends when 31840 data bytes have been used.

Color map compression:

Each 16-word palette is compressed separately. There are three palettes for each scan line (597 total). The color map is stored as a sequence of records. Each record starts with a 1-word bit vector which specifies which of the 16 palette entries are included in the data following the bit vector (1 = included, 0 = not included; i.e., stays the same). The least significant bit of the bit vector refers to palette entry zero, while the most significant bit refers to palette entry 15. Bit 15 must be zero, since Spectrum 512 does not use palette entry 15. Bit 0 should also be zero, since Spectrum 512 always makes the background color black.

The words specifying the values for the palette entries indicated in the bit vector follow the bit vector itself, in order (0 - 15). Yes, it is hideously complex.

<Animatic Film>

```
1 word        number of frames
16 words       palette
1 word        speed (0 - 99; value is 99 - # vblanks to delay between
            frames)
1 word        direction (0 = forwards, 1 = backwards)
1 word        end action (what to do after the last frame)
            0 = pause, then repeat from beginning
            1 = immediately repeat from beginning
            2 = reverse
1 word        width of film in pixels
1 word        height of film in pixels
1 word        Animatic version number (major)
1 word        Animatic version number (minor)
1 long       magic number 27182818 (hex)
3 longs       reserved for expansion (should be all zeros)
--------
32 words       total for header

? words       image data (words of screen memory) for each frame,
            in order
```

<MacPaint>

Word has it that this is wrong. Someone please send me a correction!

```
header {
1 long        version number (if zero, entire header is ignored)
38 * 2 longs    pattern data (anyone know how to use this?)
83 longs       reserved
}                        (total 160 longwords for header)
< 51200 bytes   compressed bitmap data
-------------
< 51716 bytes   total
```

Bitmap compression:

The bitmap data is for a 576 pixel by 720 pixel monochrome image. The data is stored as a sequence of records. Each record consists of a control byte followed by one or more data bytes. The meaning of the control byte is as follows:

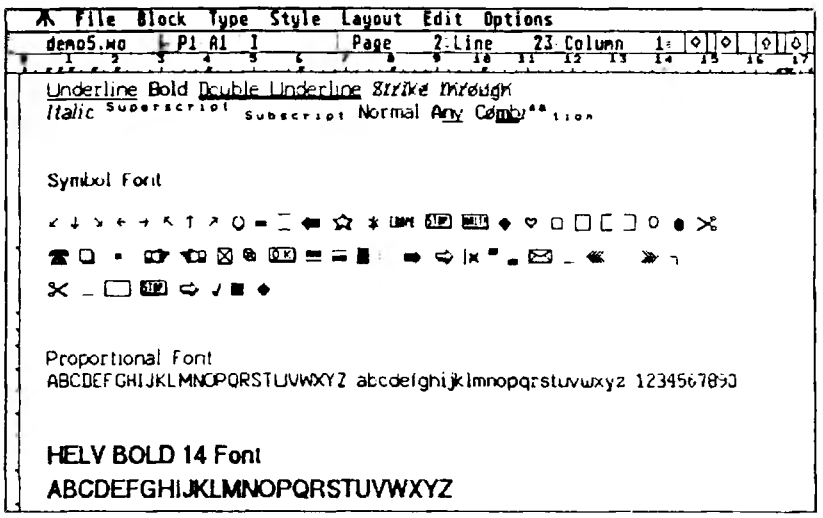
For a given control byte, x:

0 < x < 127 Use the next x + 1 bytes literally (no repetition)
-128 <= x <= 0 Use the next byte -x + 1 times

There are 72 bytes per scan line. Each bit represents one pixel;
0 = white, 1 = black.

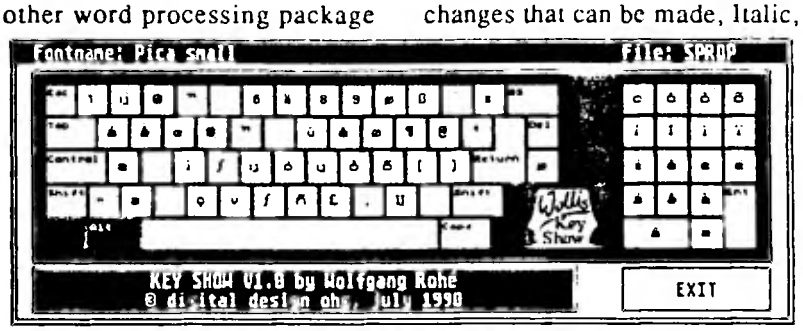
Write On

It has been said that, due to it's heritage, the ST is little more than a games machine, but as die hard ST users will know, the Atari computer is capable of competing very successfully with the more (enigmatic) likes of the Amiga and Mac. Now before you all tear up this piece of paper, no I am not a closet Mac - (wanna be) I just believe that the Atari has had some major image problems in the past, problems that stem out of it's heritage rather than itself. Still, as we know (don,t we ?), it is the software that can make - or - break a machine. Luckily for Atari, and Atari users, the Professional applications for our little grey machine seem to be increasing, and with products like the TT and the Stacy, this should continue. But what has all of this to do with a new Word processor? One of the (bread and butter) tasks for any (proper) P.C. is the production, storage and printing of letters, documents, essays, personal writings and so - on. As a text processor the Atari has across the board appeal from the basic word processor, 1st Word, to the complex desk top publisher and document processors like Calamus and PageStream. Write On by Compo is a word processor designed to become the standard entry level word processor for the Atari. That said it makes other entry level word processors, like First word, seem like your great grandfathers manual typewriter (well maybe not that bad), for it has more similarities to higher end word processors like Script and in some ways even goes beyond those programs and enters the realms of D.T.P programs like Signum.


File Block Type Style Layout Edit Options
demo5.WO P1 A1 I Page 2 Line 23 Column 1
Underline Bold Double Underline Strike through
Italic Superscript Subscript Normal Any Combination
Symbol Font
Proportional Font
ABCDEFGHIJKLMNOPQRSTUVWXYZ abcdefghijklmnopqrstuvwxyz 1234567890
HELV BOLD 14 Font
ABCDEFGHIJKLMNOPQRSTUVWXYZ

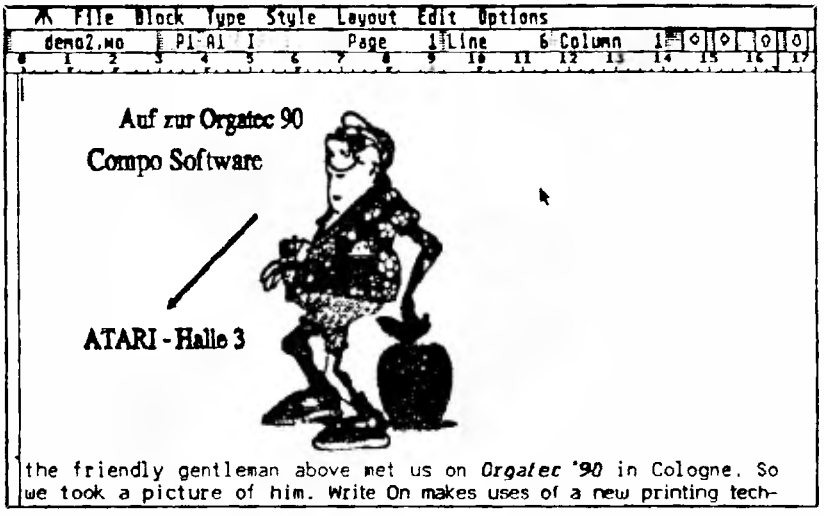
While it is unlikely that you will ever be able to produce a magazine style document with Write On, the program is certainly geared towards the presentation of your text. As such I can think of no other budget word processing program that will allow the use of up to 20 different font and character sets. Again I know of no other word processing package (for this price) that includes a free font editor, that can be used to edit existing fonts, or more importantly create totally new character sets. Now those of you who have been brought up on ST word processors might find all of this a bit (ho - hum), but my first involvement with word proccessors was through a I.B.M. AT clone running Multimate V.2, being printed on a Daisywheel printer. So the whole notion of WYSIWYG (what you see is what you get) word processing is pretty amazing, let alone the ability to use different fonts and graphics.

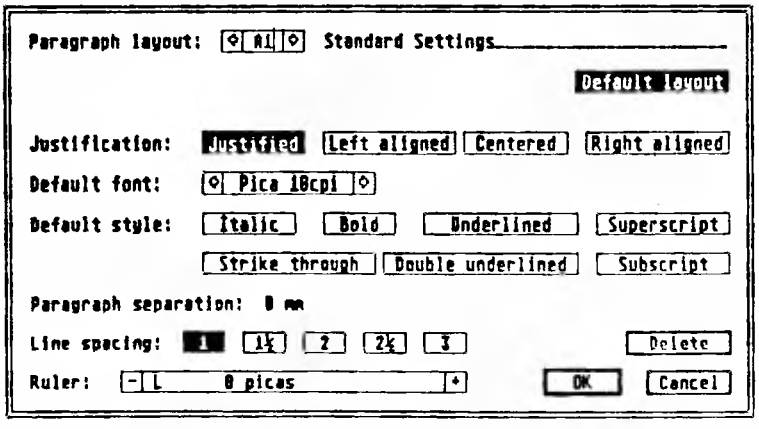
Like most ST word processors that use fonts, the selection of fonts and the relative styles and attributes that go with them are accessed via the standard Gem pull down menu's. the program comes with a rather large set of fonts ranging from Elite, Pica (which is the default font), Times and York to character sets of symbols (envelopes, arrows, Stop signs etc.). If these supplied fonts are deemed not enough, it is possible to enhance your supply of fonts in a variety of ways. Firstly you can get specialised sets of fonts from the manufacturer that will work with Write on plus it's larger (brother) program That's Write. Secondly you can import Signum fonts and convert them and lastly you can create your own. To further vary these fonts (remember there can be twenty in use in any document) there are the standard ST stylistic changes that can be made, Italic, Bold, Super / sub-script, Large/small and underline. There are however two other styles that I have never come across, Double underline (I can see a use for this) and Strikethrough, which places crosses over what you type, for



what purpose this is intended I do not know, but I'm sure someone will find a use for it. An interesting feature mentioned above, in passing, is that the default font is Pica 10cpi, not the standard ST systems font, which gives the program a distinct Macintosh look, if not feel.

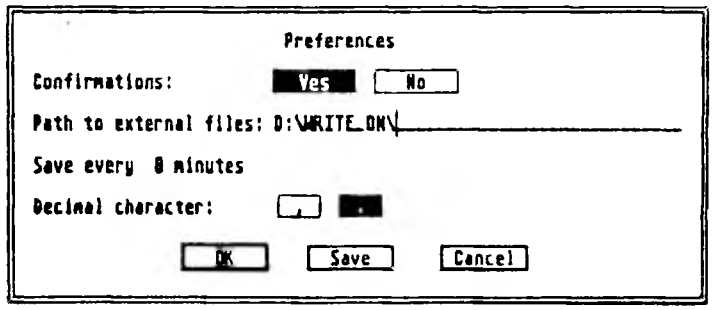
But before I get to in - depth on the program, assuming that you have just wandered into your favorite computer store (that happens to be in Piccadilly Square in East Perth and run by three incredibly helpful people,.....do I get paid now?) and brought a copy of Write On, you get home switch on your machine load disk one and look for the program Icon. You can't find it so you look at disk two. likewise it isn't there either. Before you ring said computer store and send Viruses down the line you decide to open the manual and sure enough you find out that you have to backup the disks and create a new master disk before the program appears on the desk top. This is a mixed blessing, for while it means your original copies never need to be touched it is quite a lengthy process and is annoying for those of us who do backup all our program disks,.....eventually. Still for the first time user it might just save the master disks from being eaten by a particularly hungry disk drive. Assuming that you get everything loaded properly, which isn't that hard if you can read, you are greeted with a fairly standard word processing screen. There are seven menus to choose from, all fairly standard and logical and as such there would be a minimal learning curve for anyone who has dealt with Atari word processors before. Strangely however, the menu for editing the text (cut, paste, copy, delete etc.) is called BLOCK while the menu that contains the search functions, picture loading / saving routines and pagination function is called EDIT. Anyway at the top of the screen there is the ruler on which you can place up to 100 tabs of various kinds (left justified, right justified, centered or decimal). After typing in some text if you feel the need to edit it you can drag the mouse over the required area and edit the font, style, or position of the text. One nice feature is the ability to assign a certain layout to each paragraph (i.e. font & style, justification etc.) making it very quick to jump between styles for headers and titles to text, for each layout can be imposed on other pieces of text. Another neat function of this program (there are so many) is the Macro definitions section that allows the user (i.e. you) to define certain keystrokes and keycommands to recall some user defined text, be it ,Yours sincerly,, ,Pay our bills, or any other commonly used phrase, sentence or paragraph that you may use in your life as a word processor.


File Block Type Style Layout Edit Options
demo2.wo
Pl A1 I
Page 1 Line 6 Column 1
Auf zur Orgatec 90
Compo Software
ATARI - Halle 3
the friendly gentleman above met us on Orgatec '90 in Cologne. So we took a picture of him. Write On makes uses of a new printing tech-

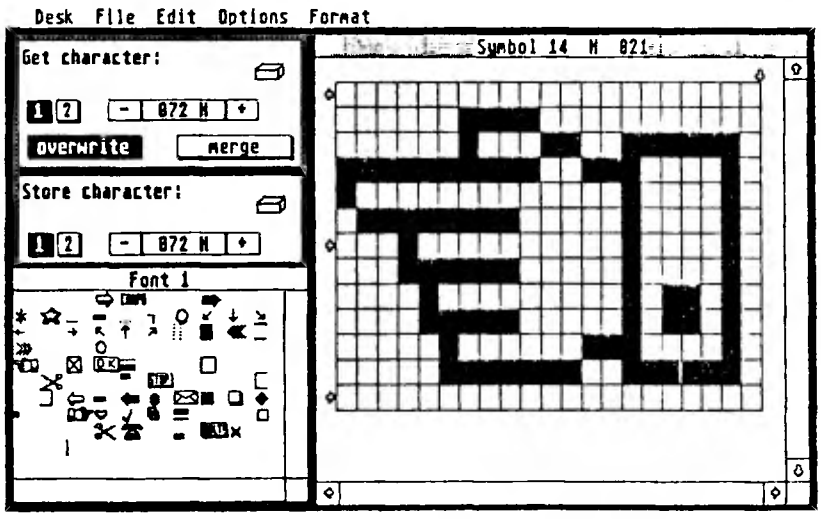

Paragraph layout: A1 Standard Settings
Default layout
Justification: Justified Left aligned Centered Right aligned
Default font: Pica 10cpi
Default style: Italic Bold Underlined Superscript
Strike through Double underlined Subscript
Paragraph separation: 0 mm
Line spacing: 1 1½ 2 2½ 3
Delete
Ruler: L 0 picas
OK Cancel

One of the major differences I noticed with this program is that it doesn't use the standard Atari page sizing and scrolling system (the grey bars at the bottom and right hand side of the screen) rather it uses a position indicator that sits above the ruler that describes the position of the cursor as page/line/column and to alter this you can click on the respective arrows to the side of the counter. Because it doesn,t have the standard Atari sizing bars if you want to work on multiple texts (a maximum of two), you have to shuffle between the texts

because they are layered ontop of each other. The designers of this program obviously intended for Write On to be the replacement for 1st Word and 1st Word Plus, hence it has been given the ability to load in files written on these programs, without having to do the horrible conversion process that normally goes with swapping files to different programs. It will also save and load ASCII files recognizing two types, on that can be read as text from the desktop (great for leaving Readme files on disks) and the more standard one that doesn,t recognise line markers, only paragraphs. You

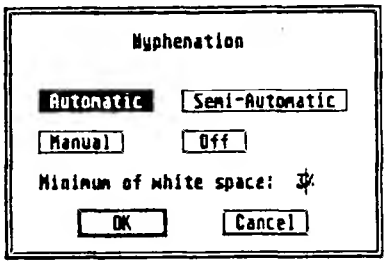


desk accessory that will grab any image from any Gem program and save it for use in the word processor. Now any one with a simple Graphics program (like MVG) can design logos and diagrams, save them as a .IMG file and incorporate them as a part



can also save text as a formalised, or standardised letter, allowing you to automatically insert names and adresses at a later date.

The use of .IMG files is not necessarily a new feature (1st Word Plus can use them), but Write On not only allows these picture files to be sized directly by the mouse and saved as an integral part of the text, but the program comes supplied with a



of the document. This is a common feature of document processors costing three to four times more than this simple, entry level word processor.

Any review of a program must look at the bad points of a program as well as the good. luckily Write On has few bad points and only a couple of complaints centered at it. Most obviously missing is a spelling checker, still it is a budget program and if this program contained a spelling checker there would be no need to eventually move on up to a larger word processor.. Also missing were any form of document examination (i.e. number of words, paragraphs, amount of memory used etc.) which is crucial for reducing or sizing documents. The only other annoying feature was that a highlighted block of text would remain highlighted until you highlighted another piece of text, not a problem as such, but annoying none the less. But at the end of the day Write On is a pretty good wordproccessor and any complaints that are levelled against it are merely due to constant use of other word processing programs. It would take under two hours to feel comfortable with this program, it is not complicated, but you can produce complex texts and documents quickly and with ease. And if you are in need of a good cheap word proccessor bying Write On is probably the most logical choice you could make, for at the moment it is possible to by it in a package that contains a (supermouse) valued at $80.00 as well as an avaliable upgrade path to That's Write (a larger word processor also produced by Compo) for a minimal cost. So with the advent of more programs like Write On people should start seeing that with the Atari not only do you get a good games machine, but you aso get a proffessional machine with proffessional capabilities.

Reviewed for
The Paragon Report
May 1991
by
Anthony Bonney

A BEGINNERS GUIDE TO ARCHIVING ON THE ST or "Do I need to NOAH 'bout it?"

Peter Bryce
W.A. Atari Computer Club, May 1991

As a relative newcomer to the ST, (I've only had mine for 6 months) I was asked to do an article to help out the rest of us greenhorns from a beginners aspect. This article is only meant to get you acquainted with Archiver material and you should read any & all documentation that comes with Archiver related programs to get the full story.

WHAT'S AN ARCHIVER?

An archiver is a program that will compress or compact the data in a file to make a new file significantly smaller in size than the original. Generally, the compacted file must be un-compacted or extracted before it can be used again. A compacted or archived file often contains several files or folders stored within itself. When the file is extracted, all of the files inside are re-created and restored to their original size.

So in order to put more programs (files) per disk space, you'll find that a lot of magazine cover disks have Archived material. Also Archived programs are commonly used on Bulletin Boards to save on the time taken to upload / download public domain programs and to allow for more files to be available to users, not to mention saving a LOT of space on disk or hard drives. There are even archiving programs designed to arc a whole disk for archival reasons or for transmission by modem.

ARCHIVER TYPES

New users are met with quite a few types of Archiver programs and Arced files. On cover disks, they usually stick to .ARC type files. When you start using Bulletin Boards you'll meet up with .LZH, .ZIP, .ZOO. Some of these you may never have to deal with, but if you're going to acquire PC, MAC, or other computers' files, they may very well be in an Archived format. So try and collect as many types of Archiver programs as you can because you'll never know when you'll need them.

Before I continue, I should explain a bit of jargon. If a file has been compacted with an archiver program, it's said to be an "arced" file, regardless of which type of Archiver was used to make it. Some people call the files according to the extender types; "it's an ARC file" (for ARC type files) or an "Ell-Zed-Haitch Arc file" (for LZH type files). Nice and confusing Eh? When you come to uncompact the file, it's called De-arcing or Un-arcing the file. I don't think anybody says DIS-arcing a file!

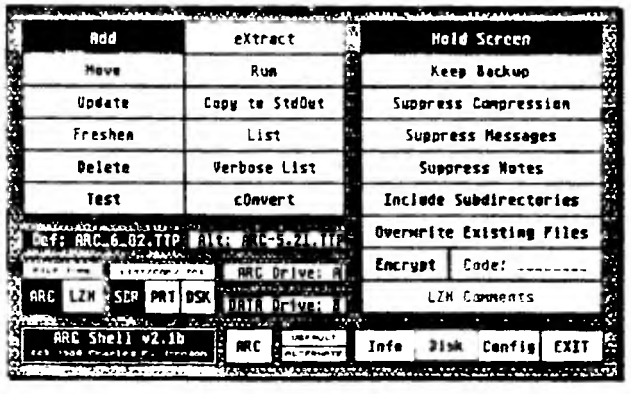
There are two main Archiver types generally used on the ST. ARC and LZH. ARC Archivers are usually fast in their arcing and de- arcing capabilities and the ARC format has been around for quite awhile in slightly evolving forms. LZH Archivers can compact to a smaller size than ARC, however they're not as fast at doing it as ARC is.

Not only are there different Archiver types, but there are also different variations within one type! LZH has a few and you might run into trouble unless you use the same LZH Archiver that originally made the arced file. But all is not lost for there is a program called UNLZHER which will deal with all LZH types, so has been claimed. This program will only un-arc LZH files, not arc (compact) them. The latest version is 1.7

Another type of arced file you will see is a "self-extracting arc file". These files have been compacted and actually have an un-arcing program combined into the same file. This means that you just "double- click" on one of these files and the un-arcing program comes to life and you continue from there. This type ensures that the program that compacted the file is of the same type to uncompact it.

ARC SHELLS

If you try to use an Archiver program, you'll probably be shocked. Most of them are .TTP (Tos Takes Parameters) types. These require YOU to do all the typing



in of filenames, filepaths and command actions. Those of us who have (or had) Atari 8 bit computers won't get too upset as that's how things are with them, but users who are used to nice GEM type screens where you control everything by mouse, may be dumbfounded as would be new users. Typing in just one wrong letter may be your downfall. If you read all the associated documentation that comes with these programs, you may be able to cope. Most people however choose to use an "Arc Shell" to deal with these .TTP programs. Arc shells are GEM-like and make life oh-so- easier! Using an Arc shell is very confusing for the first time until you understand a few conditions. The shell program must have with it the relevant .TTP program (or programs) for it to work. Different arc types must use different .TTP programs. ie. ARC-602.TTP for .ARC files and LHARC05.TTP for LZH files. (remember there's different versions of the SAME arc type too! - Argghhhh!)

The shell program won't work on it's own. If the .TTP program(s) aren't with the shell, the shell must be instructed to know where it can access it/them when it

starts to do it's work. This is called CONFIGURING the arc shell. This REALLY had me confused until I realised what had to be done. Working with the shell sends all the necessary commands to the .TTP's just as if you were typing it all in manually. Think of the shell program as a steering wheel controlling the action and the .TTP programs as the engine(s) that make the whole thing work. They've got to be connected for the car to drive.

An Arc shell can have one or more .TTP program under it's control. For instance Archshell 2.1b can have 4. This enables you to deal with the different types and variations within types, of arced material as you may come across them.

There are so many permutations in setting up an arc shell to work with the .TTP's, that I'll only give you a few of examples to explain.

Say you have only a one disk drive system, the easiest way to do it is with a Ramdisk. Create your ramdisk and put the arc shell program and at least one .TTP in it. Make sure you don't make the ramdisk too big or else you won't have enough working memory to actually run the arc programs! (ie. 1/2 meg machines).

Got two drives? then have the arc shell and it's TTP'S on one disk and use the other drive for arcing & de-arcing. Or you could put the shell & TTP's in the ramdisk and arc/de-arc from one drive to the other, (that's how I do it). You could even have the shell in the ramdisk and one TTP on drive 1 and the other TTP on drive 2. Not very practical, but as long as the shell knows where it can access the TTP's, it'll work. Incidentally, when you're working with ramdisks you'll find a GREAT increase in speed if the shell & TTP's are in there or if you are arcing/de-arcing from/into the ramdisk and it saves a lot of wear and tear on your drive(s). In fact, if you have lots of memory, you can put everything in the ramdisk and operate it from there. Just make sure you save the file(s) you want before turning off the computer!

Here's another item to remember with an arc shell or arcing in general. When it's talking about the ARC drive, it means the drive that has the actual arced file that you wish to work on or the drive that will hold your arced file that you are putting together (compacting). -- When it's talking about the DATA drive ,it means the drive that the uncompacted (de-arced) files will be put to. Or if you are putting together an arced file (compacting), then this is the drive to take the normal (unprocessed) files from.

Yep, had me fooled for awhile, but then again it WAS 3am !

ARC EXTRACTING PROGRAMS

These can range from the simple, primitive little .TTP programs that the magazine cover disk people usually provide, up to programs like UNLZHER 1.7 which are like arc shells and TTP's combined into one program. They all do the same thing, and that is to EXTRACT or uncompact arced files. Some even allow you to choose which parts of the arced file you want to extract and leave the rest. If you don't mind a bit of typing with the .TTP's, then these can suffice for a short session of de-arcing.

PACKING-AN ALTERNATIVE TO ARCED FILES

or

PACK UP YOUR PROGRAMS ON YOUR OWN FLOPPY DISKS AND SMILE, SMILE, SMILE!

Discussing archiving programs inevitably leads you to "packing" programs. This is another method of compacting a files' size down from it's original version. However, you can generally not put multiple files into one packed file. The big difference between arced files and packed files is that if the packed file is a program, then when you "double-click" on it it will actually RUN! There may be a short pause as the program unpacks itself in memory, (often with flashes of colours on the screen),but then Voila! it starts running.

Packed programs have the space saving characteristics of arced files but have the added feature of being runnable "as is" and loading up in a faster fashion than the original because of their smaller size. If ever you pack a file, be sure to save an unpacked (pre- packed?!) version as a backup in case it has to be modified at a later date. Some packing programs don't let you unpack a previously packed file.

PACKING PROGRAM TYPES

Some are TTP's, others are more polished programs but they all pack files. There are different types of packers and packing types, but they all make small runnable program files. Others can pack data files and the like. However not EVERY program/file likes to be packed, so if it doesn't work thru one packer, try another.

FINAL NOTE

Archiver programs, arc shells etc. as well as packing programs of various types and descriptions are available from the Club's ST Library but don't forget to read all those .DOC/TXT files!. Refer to the 16 bit Library Catalogue for details.

-BIOGRAPHY-

Peter Bryce - Currently Club Magazine/Book Librarian, member of the Western Australian Atari Computer Club for about 5 ½ years & STILL alive to tell the tale!

Editors note:

Thanks to Peter Bryce for his kind offer to write articles as informative as this on a regular basis.

The ultimate performance guide for evaluation of employees

May also apply to committee members

GRADING / QUALITY	FAR EXCEEDS JOB REQUIREMENTS	EXCEEDS JOB REQUIREMENTS	MEETS JOB REQUIREMENTS	NEEDS TO IMPROVE	FAILS TO MEET MINIMUM RE-QUIREMENTS
VISION	Leaps Tall Buildings In A Single Bound	Must Take Running Start To Leap Over Tall Buildings	Can Leap Over Low Buildings Only	Crashes Into Buildings When Attempt -Ing To Leap Over Them	Cannot Recogise Buildings At A Glance
ENERGY	Is Faster Than A Speeding Bullet	Is As Fast As A Speeding Bullet	Not Quite As Fast As A Speeding Bullet	Would You Believe A SLOW Bullet	Shoots Himself In The Foot When Using A Bullet
TENACITY	Is Stronger Than A Locomotive	Is Stronger Than A Bull Elephant	Is Stronger Than A Bull	Shoots The Bull	Believes Cock And Bull Stories
LEADERSHIP	Walks On Water Consistently	Walks On Water In Emergencies	Washes With Water	Drinks Water	Sleeps On A Water Bed
COMMUNI - CATION	Talks With God	Talks With The Angels	Talks To Himself	Argues With Himself	Loses The Argument

THE AUSTRALIAN ATARI GAZETTE
Computer Business Card Advertising
(RETAIL SECTION)

Ribbon Re-Inking

J & J WILSON SERVICES

John Wilson

2 Hardy court
South Oakleigh 3167 Call 03 5447146

AUSTECH COMPUTERS

AUTHORISED ATARI DEALER.
AFTER SALES SERVICE & REPAIRS

157 WHITEHORSE RD
BLACKBURN 3130
TEL 894 1652

LUCAS LOZO
DIRECTOR & TECHNICAL ADVISOR

P.H. Computers

Atari Specialists

12 Clow Street
Dandenong 3175
Telephone: 791 3129

Harmik Khoronian
Director

MEGA

MUSIC
GRAPHICS
COMPUTERS

CNR. ROSE ST &
MONBULK RD TECOMA
P.O. BOX 375 BELGRAVE, 3160

PHONE: (03) 754 8588 FAX: (03) 754 8101

THE AUSTRALIAN ATARI GAZETTE
Various Business Card Advertising
(NON COMPUTER RETAIL SECTION)

BURGLAR ALARMS
INTERCOMS

R.E.C. 5642

A Grade Electrician
Paul Watkins

(03) 729-7939

K.I.P.
LASER PRINTING
(056) 281-205
Neil Watkins

LLOBEX PICTURE FRAMERS

Custom Framing at wholesale rates for M.A.C.E. members, plus! a donation to M.A.C.E. funds.

Other items we handle/:
Laminating, posters (popular and art prints) photographic copying and restorations, commercial display systems.

Lot 14 Alma Road,
Kangaroo Ground,
Melbourne, Victoria,

☎ 719 7591

PHONE ANYTIME:

Membership Application Form

MELBOURNE ATARI COMPUTER ENTHUSIASTS Inc.

P.O. BOX 340. ROSANNA 3084. VICTORIA.

FIRST..... SURNAME.....

ADDRESS.....

SUBURB..... STATE..... P/CODE.....

PHONE: Hme:..... Bus:.....

TYPE OF MEMBERSHIP

Individual Members: 12 months: $35 (Renewal $25) .....

Additional Family member(s): $10. .....

School or Corporate Members: 12 months: $55 (Renewal $45) .....

Amount Due: _____

Please note: all fees are for 12months from date of payment.

COMPUTER TYPE

- ☐ 800 SERIES
- ☐ XL SERIES
- ☐ ST SERIES
- ☐ MEGA SERIES
- ☐ CASSETTE /XL
- ☐ OTHER TYPE

SPECIAL INTERESTS

Please tick which you are interested in.

SCREEN ART	GAMES
ADVENTURE	MATHS
MUSIC	DESIGN
LOGO/EDUCATION	PUBLISHING
HARDWARE	BEGINNER
BULLETIN BOARD	ADVANCED
LANGUAGES	SOCIAL
SOFTWARE	

Please make cheque payable to: MACE Inc.
Postal address:
MACE INC.
P.O. BOX 340
ROSANNA 3084. VIC.

SOFTWARE
PUBLIC DOMAIN ORDER REQUEST
(Members Only)

MELBOURNE ATARI COMPUTER ENTHUSIASTS Inc.
P.O. BOX 340, ROSANNA 3084. VICTORIA.

Name:..... Phone:.....

Address:.....

Suburb:..... Postcode:.....

Membership No: .....

What system do you have (Please tick):

- ☐ 520ST
- ☐ Single sided Disk Drive
- ☐ Color Monitor
- ☐ 1040ST/520ST with 1Meg/Mega
- ☐ Double Sided Disk Drive
- ☐ Monochrome monitor

☐ 800 ☐ 800XL ☐ 130XE

DISK NO:	SHORT DESCRIPTION
.....	.....
.....	.....
.....	.....
.....	.....

NUMBER OF COPIES REQUESTED. $8 PER DISK :$.....
(Including postage charges)

NUMBER OF COPIES REQUESTED $8 PER CASSETTE :$.....
(Including postage charges)

DISK PURCHASE: 5 1/4" DISKS @ $10 PER BOX OF 10. :$.....
3 1/2" DISKS @ $30 PER BOX OF 10. :$.....
(Proceeds are a fundraising activity for MACE.)

POSTAL CHARGES: $2.00 PER BLANK BOX OF DISKS :$.....

TOTAL AMOUNT PAYABLE :$ _____

Do you wish the order to be:

- ☐ POSTED
- ☐ COLLECTED AT NEXT MEETING

Atari ST owners

For the largest range of software, hardware and peripherals for your computer

Loom
Strider
Dan Dare 3
Ninja Warrior
Shinobi
Twylyte
Prodigy
System 3
Ez Track Plus
Replay Professional
Midi Studio
Lets Spell at Home
First Letters and Words
Fun School 2 (under 6)
Fun School 2 (8 +)
Fun School 3 (under 5)
Ultima 5
Chess Champion 2175
Dragons Breath
Battle Master
Midwinter
X-Out
Kings Quest Triple pack
Punisher
World of Flight
Zombie
Battle Hawks
Black Tiger
Dynasty Wars
Ghouls and Ghosts
Leader Board Collection
Oriental Games
Pirates
Resolution 101
Harley Davidson

Mindscape Collection
Chaos Strikes Back
Dungeon Master
F16 Falcon Mission disk 2
Gravity
Triad 3
Fight Simulator 3 in 1
Damocles
Chase HQ
F29 Retaliator
Ivanhoe
Midnight Resistance
Shadow Warrior
Tie Break
Gazza's Super Soccer
Fire and Brimstone
Wipe Out
Combo Racer
Venus Fly Trap
Back to the Future 2
Bloodwych Data disk
Dragon Ninja
Theme Park Mystery
Breach 2
Drakken
Highway Patrol 2
Jumpin Jackson
Manchester United
Blue Angel 69
F19 Stealth Fighter
Defenders of the Earth
Kick Off 2 + World Cup
Photon Storm
Supreme Flight Command
Wayne Gretzky Ice Hockey

Centerfold Squares
Strip Poker Deluxe
Italia 1990
SAS Combat
Chess Player 2150
Here With the Clues
F16 Combat Pilot
Castle Master
Cyberball
Klax
Battle Chess
Flood
Gold of Americas
Mr Doo Run Run
Viking Child
Ghosts and Goblins
Fun School 3 (5-7)
Fun School 3 (7+)
Prof looks for Words
Prof plays a new Game
Better Maths (12-16)
Junior Typist (5-10)
Lets spell at Shops
Magical Maths (4-8)
Puzzle Book Vol 1
Spell Book (4-9)
Things to do with Words
Things to do with Numbers
All time Favourites
Blue Angels
Power Boat
Hammerfist
Hot Rod
War Head
Turbo C Developers Pack

Call

PARAGON COMPUTERS

(09) 221 3216

for our latest Atari ST software and hardware list

24 hour delivery any capital city

Visa Card, Bank Card, Master Card, American Express, Diners Club International.

Paragon Computers. 17A. / 5 Short Street. Perth. Western Australia. 6000.

Phone (09) 221 3216. Fax (09) 325 8251. BBS (09) 325 5160

Melbourne Atari Computer Enthusiasts Inc.
THE AUSTRALIAN ATARI GAZETTE

SURFACE MAIL

POSTAGE PAID BULLEEN VIC. AUSTRALIA 3105

Registered By Australia Post
Publication No:VBH5389
If unclaimed please return to:
P.O. Box 340
ROSANNA VIC 3084
Australia

Newsletter Mailing Address Update

Please complete and forward complete flyer to: P.O. Box 340, Rosanna 3084, Victoria, Australia, if your mailing address has changed or needs updating.

NAME: _____

STREET: _____

SUBURB: _____ TOWN: _____

POSTCODE: _____ STATE: _____ COUNTRY: _____

May be opened for postal inspection